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# INTERACTION

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**Special Contest:  
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with the Pros**

**Exclusive First  
Look at King's  
Quest: Mask of  
Eternity**

**Star in Leisure  
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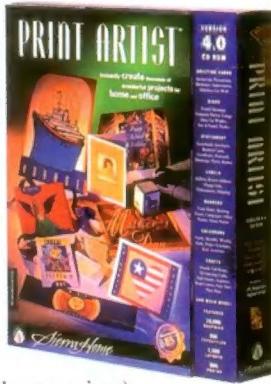
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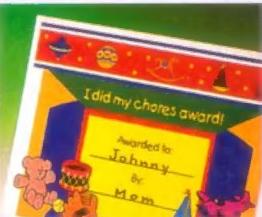
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**INTERACTION  
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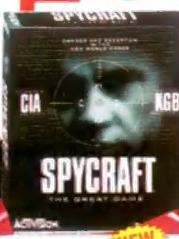
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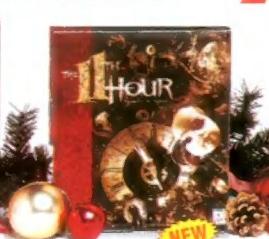
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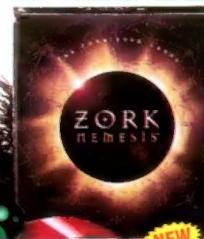
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# LETTERS TO THE EDITOR

## How Many King's Quest Games Are There?

Dear InterAction,  
In your Summer 1996 issue of InterAction, there's a mistake on page 76. You called Roberta Williams the author of King's Quests one through eight. There are only seven parts to the King's Quest series. What gives?

SUZANNE TURNER  
Omaha, NE

RIGHT NOW, THERE are only seven King's Quest games available. BUT, Roberta Williams is busy working on King's Quest VIII which means she is indeed the author of King's Quest I-VIII. For a sneak peek of her latest adventure, check out the Coming Attractions section on page 94.

## The Finger And The Beast

Dear InterAction,  
On page 66 of your last issue, I was surprised to find myself greeted by a monster with what appeared to be less than polite manners. To me, it appeared that the character is lifting his center finger in the universal sign for "brotherly love." My wife pointed out what appeared to be a sixth finger on the hand, which would change the meaning entirely. What's going on here?

Douglas Pfeifer  
Galveston, TX

DOUGLAS, THE GRAPHIC of the monster was placed in an early version of the magazine page layout by a graphics artist. The guy thought it was funny—it was not intended for publication. Unfortunately, it made it to print, and we are very sorry that it has offended anyone. The responsible artist has been fed to the monster, so we know it won't happen again.



Loaded Dice?  
Dear InterAction,  
In the summer edition of InterAction, a picture showed Larry using a couple of "loaded" dice. Normal dice have opposite sides that always total seven. Was this done intentionally?

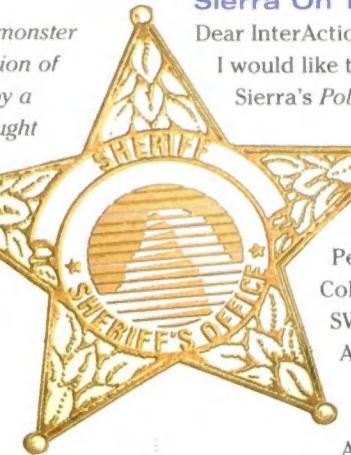
MARK BENTON  
Enumclaw, WA

YES IT WAS, Mark. In fact, we talked to Al Lowe and he said that you probably have a serious gambling problem. Unless of course you're raking in a few thousand dollars a week. In that case, he wouldn't mind borrowing your dice for a while.



## Sierra On The Beat

Dear InterAction,  
I would like to thank you for Sierra's Police Quest: SWAT.



As you recall, I spoke to you about a class I was instructing at St. Petersburg Junior College to the Florida SWAT Association. As you might imagine, the game was given much attention.

All of the attendees

were law enforcement officers working at various agencies around the state and assigned to SWAT teams. Everyone was amazed with the quality and realism of Sierra's game. The instructional training is amazingly realistic and the tactics are those currently being used across the nation.

The class was astounded that such information and realism is in a game that is readily available to the public at such an affordable price. We feel that there is growing demand in the law enforcement market (for products like SWAT) and we are exposing this area in our classes. Sierra is making great products!

DETECTIVE JIM WENTZ  
Pinellas County Sheriff's Office, FL

## E-mail letters to the editor to:

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# *When Cooking Is Your Passion*

*J*

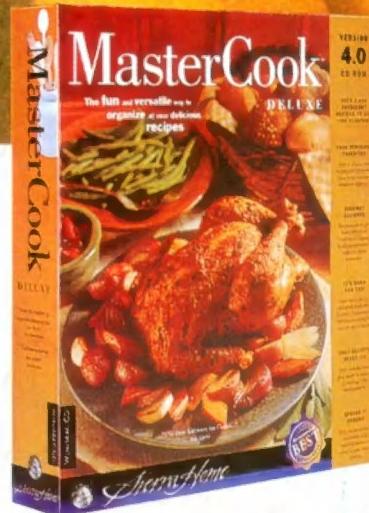
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S I E R R A®



# Dear Ken

**F**or each issue of InterAction, I struggle to find a topic to write about. This time, I said to myself, "This is silly. Why not let Sierra's customers decide?" Each month we receive hundreds of questions about Sierra and our products. For this issue of InterAction I am experimenting with an alternate format to my article. You'll have to give me guidance as to whether it's a step forward or backwards. Write to let me know what you think, or to suggest questions, via e-mail at: [Ken.Williams@sierra.com](mailto:Ken.Williams@sierra.com).

To get us rolling, here's a question I get every day in one form or another.

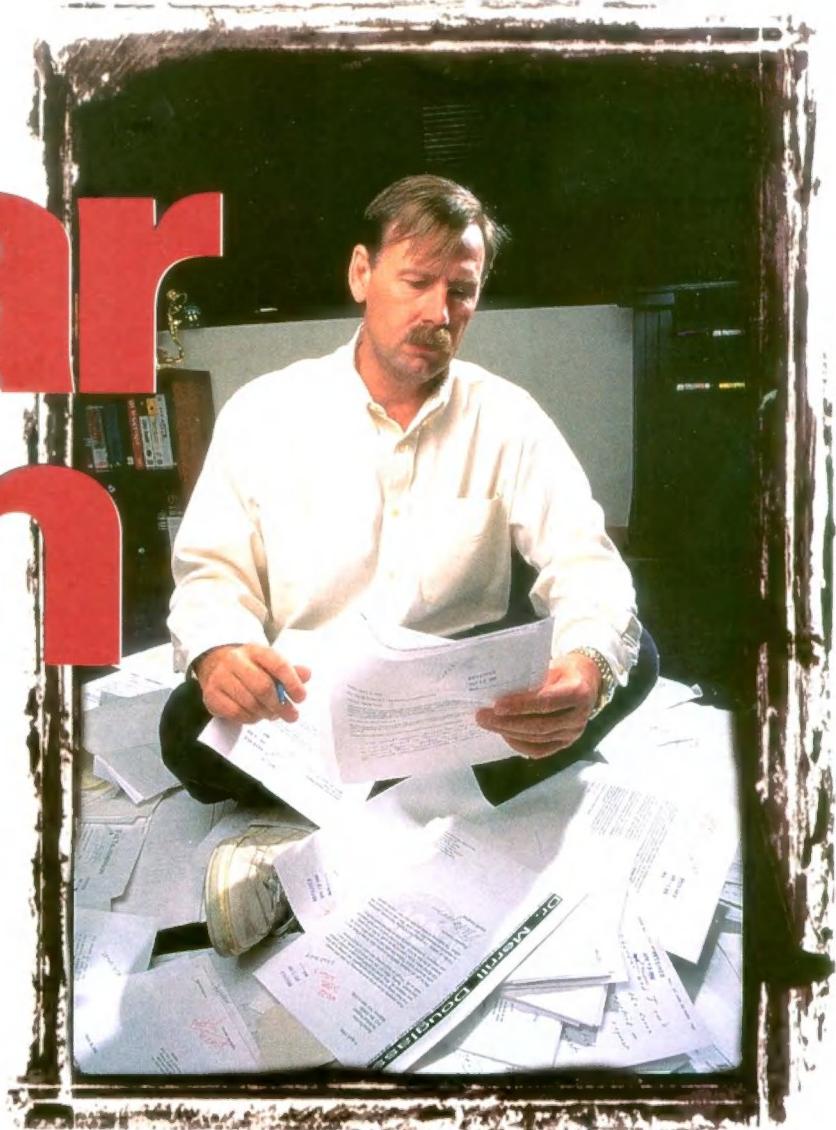
#### Q: How do I become a game designer?

There is no easy answer to this question. Sierra's current designers come from many different backgrounds. Al Lowe, designer of *Leisure-Suit Larry*, was a music teacher. Roberta Williams, designer of *King's Quest*, worked as a mainframe computer operator and housewife. Pat Cook, designer of *Front Page Sports: Football*, worked in Customer Service right here at Sierra. Daryl F. Gates, designer of *Police Quest*, was a Police Chief. There doesn't seem to be any clear path to becoming a game designer, beyond being born with the proper talent, and being able to find a team of developers willing to create your game. Neither of these challenges is easy to overcome, but I'll offer what advice I can.

First, there is the issue of whether or not you have the talent. There are four attributes I look for in a designer:

**Creativity** – If you are a creative person, you already know it. Many of us have the potential to be a great writer, composer or artist, but only a few are ever given the chance to show it.

**A clear understanding of what makes a game great** – Have you spent hundreds, or thousands of hours

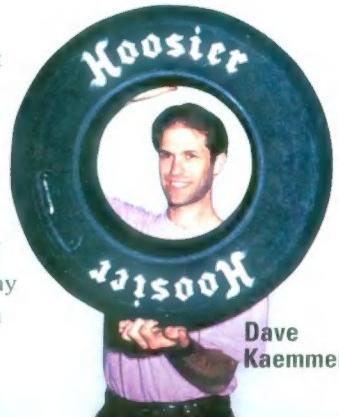


playing games? Can you spot the difference between a mediocre game and a great one?

**A willingness to innovate** – To be a great designer you have to be an expert at games, but you also have to be willing to ignore what has worked in the past and strike out in new directions. The biggest hits have always been those that set a new standard, rather than taking an old game format and adding new puzzles, a new plot, or better graphics.

**An understanding of computers** – A game design which can't realistically be implemented, doesn't push the state-of-the-art, or that would "run like a dog" on most computers, is totally worthless.

Each category of game also comes with its own special talent requirements. Adventure game designers need the ability to create interesting characters and to tell a compelling story. Designers of sports sims need to have an intimate knowledge of the rules of the sport, and in many cases, need to become experts in



# 5

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physics. For instance, recently I saw Dave Kaemmer, designer of our NASCAR racing simulation, hard at work reading a stack of college physics textbooks as he worked to create the algorithms for his next simulation. For action games, almost everything is secondary to programming skill. In a hot action game, frame rate and responsiveness take precedence over everything.

In actual practice, you are likely to find that even if you have the requisite talents to be a great game designer, it is

almost impossible to get a major publisher to develop your first product. It isn't that publishers

## Coding is like solving the most awesome adventure game ever written. Who could sleep when there's code to be written?

don't want to publish, it's just that they never have as many development resources (engineers, artists etc.) as they need, and must choose their projects very carefully. At Sierra, we receive hundreds of unsolicited game ideas each month. It is highly unlikely that any design document, regardless of how good it might be, will leap out of the pack, without including some working demonstration. Unless, of course, you have an established track record of shipping great products.

I hope I haven't discouraged you though. I absolutely believe that the interactive entertainment industry is going to be huge, in my opinion much larger than the film, record

and book industries combined! The industry you see today is where the car industry was back when you had to turn a crank to get your car going. Hundreds of thousands of jobs need to be performed, and the vast majority of them will provide you with an opportunity to show off your creativity. There are plenty of opportunities for artists, programmers, musicians, sound technicians, technical support specialists and the dozens of other professions required to put together a product. Game designers are important, but their contribution represents only a small portion of the overall creative content of a product. If you are smart, and willing to work hard, I can't think of another industry I could recommend higher, or that you would find more rewarding.

### Q: How do I learn to program, and what programming language should I learn?

One of the best jobs you could ever want is to be a computer programmer (we call them software engineers). I must confess that I am a little biased here given that I am a programmer. Writing code is awesome! You almost never do the same thing twice. The pay is great, and the work is challenging. The only bad thing I can think of is that the hours tend to be long. In the old days, when I was writing games, I would often work all night on a problem, all the while telling Roberta, "I only have one more bug and I'll call it a night." Coding is like solving the most awesome adventure game ever written. Who could sleep when there's code to be written?

Not many people know this, but I learned to program at a trade school, not a college. I did go to college, majoring in physics, but was impatient to get out in the world and start working. For a physics class I had to learn the language Fortran, and it was love at first sight. I quit college to go to programming school so that I could spend nine months writing code 100% of the time, rather than spending four years in college writing code 20% of the time. I don't know that I recommend this strategy, as many people will find that a college degree is required for career success. Personally, I felt that the computer industry was about to explode and I didn't want it to pass me by.

The hot language to know is C++. With a solid grasp of C++ you will qualify for most jobs as an engineer building games. Some portions of games, in particular the performance-critical portions, are coded in machine language. The engineers who have mastered machine language, and can make a computer perform faster than ever thought possible, will rank the highest in our industry. An exploding segment of the industry you may wish to consider, is the new Internet-related programming

## Put Yourself in the Game

**Sierra is looking for Software Engineers at all levels, from "straight out of college" to seasoned veterans. If you have solid knowledge of C/C++, and are unafraid to be challenged, Sierra may be right for you. As the world's largest designer of electronic games, we set the standard in new technology. We have projects underway now to build products under Windows '95 using the Microsoft Game SDK, other projects require knowledge of MFC. Sierra is doing cutting-edge development with networked applications, flight simulators, CD-ROM, silicon graphics, and video game systems. No matter how good you think you are, we have a project that will push you to levels you never thought possible. At least two years of programming experience or college degree required.**

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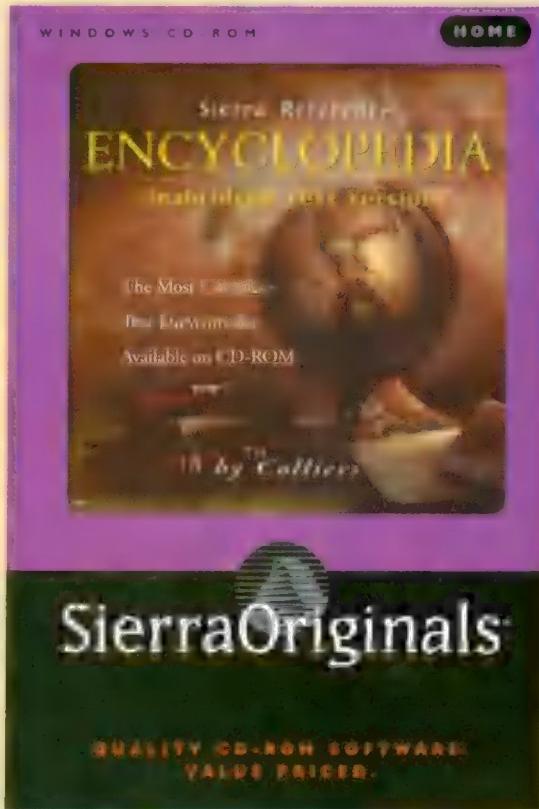
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Duke Nuke 'm, WarCraft II and Super Mario for the Ultra 64. She is well into Mask now and expects it to complete in time for Christmas '97.

languages, such as Java and HTML.

Any major university can teach you to program in these languages. Or, today you have an option I didn't have, which is to learn on your own. I can't believe how easy it is to learn to program these days. If you visit any well stocked book store you will find rows of books on learning to program. Many come with source code of simple games that you can start modifying immediately. There are books for every skill level—even absolute beginners.

#### **Q: Will there be ■ Quest for Glory V?**

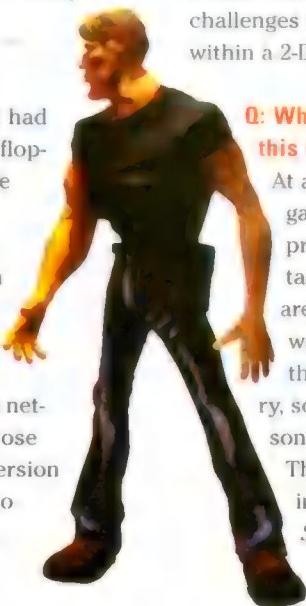
The last *Quest for Glory* (*QFG IV*) game released had the dubious distinction of being one of the last floppy disk-based games ever released by Sierra. We did produce a CD-ROM version of *QFG IV* a few months after the floppy was released, but even though it was a great game, it didn't really push the new CD-ROM technology. Worse, the first copies of *QFG IV* that shipped had some bugs, which we quickly fixed, but not before the game received some negative comments on the networks. Overall, *QFG IV* got off to a bad start. Those who bought and played the patched CD-ROM version raved about the game, but that wasn't enough to make the game a success. Basically, Sierra shut down the series and parted company with the games' designers; Corey and Lori Cole.

Over the last few months, I have been swamped with email asking that Sierra produce a *QFG V*. Because of your requests, I have asked Corey and Lori if they want to do another *QFG* game. Of course, they are excited about the possibility! They are now working on building a prototype for *QFG V*, which I haven't seen yet. It has been almost three years since *QFG IV*, and I want to produce a game that really puts the series back where it belongs as one of your favorites. I can't really say when the game will be released, because we may need to build several prototypes before I see one which gets the "green light." My guess is that approval will come within the next few months and that a game can be on the market by next Christmas. Be patient, it is definitely worth the wait.

#### **Q: What is Roberta working on?**

My wife, Roberta, is working on the newest *King's Quest* game, *The Mask of Eternity*. It's an enormous project and has the largest team we've ever assembled.

Roberta's feeling is that adventure games are starting to "all look the same." She wants to try to completely redefine the genre. For about six months all she did was study games. She studied in detail every successful game on the market, even non-adventure games like



It is impossible to describe because there really aren't any games like it. When I asked Roberta how to describe it, she said, "Imagine a *King's Quest* game which takes place in a true 3-D world, with true 3-D lifelike characters. I borrowed Dynamix's flight simulator technology and pushed it in a new direction. The result is still *King's Quest* but it is much more immersive, and the 3-D makes the game more interactive. It also changed how I design. The 3-D allowed me to create challenges for the player which never could have been done within a 2-D environment, including many that use physics."

#### **Q: What is your favorite game which will be released this Christmas?**

At any point in time, Sierra has approximately 100 games in development. We have so many different projects because our customers have such varying tastes. Some of our customers are sports fans, some are flight sim fans, some want strategy games, others want adventure games, and some just want to blow things up. We make products in every game category, so that you will be pleased regardless of your personal preference. My opinion isn't necessarily relevant. That said, the programs coming soon that I am looking forward to most are: *Hunter/Hunted* and *Leisure Suit Larry: Love for Sail*.

*Hunter/Hunted* is a side-scrolling action game.

There have been lots of side-scrollers, so I would imagine you find this surprising. *Hunter/Hunted* is, and isn't a side-scroller. It adds a third dimension that I can't possibly explain. You need to play the game. Plus, the graphics for Jake are the best 3-D I've seen, and Jake has an attitude that you'll like. It is the only game I am aware of with a split-screen mode. This means that if you and I are sitting at the same machine, the screen is split such that I can see what you are doing and you can see what I am doing, but we each have our own half of the screen. *Sonic the Hedgehog*, on the Sega, has done this, but I haven't seen it done well on any PC games.

*Love for Sail* I like because of its humor. I work hard and once in a while I just want to kick back and do something fun. It is an adventure game with puzzles, but solving puzzles isn't the main thing in Larry. Most of what you are doing is cruising around looking for all the rude stuff that Al Lowe hid in the game to make you bust up. I've played every Larry game to the end and can't wait for this one. PS: The rumors that this will be the first scratch and sniff Larry are true...

Thanks!

Ken Williams

Chairman/CEO, Sierra On-Line Inc.





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is the most  
incredible  
sim I have  
ever seen!**

—Gameski, on AOL

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—Joe DeRouen, *Chicago Computer Currents*

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—Mark Walling, on CIS

"Great graphics and plenty of action-based missions."

—Computer Player

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—Max, on AOL

"...a fresh title that's sure to please fans of the original game, and may attract some new pilots as well."

—PC Games

"If you're tired of Microsoft Flight Simulator and want a bigger challenge than landing at O'Hare in one piece, you won't be disappointed if you take Silent Thunder under your wing."

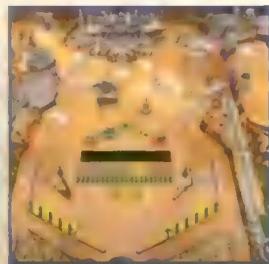
—Home PC



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# TOP

## 1 Phantasmagoria

*Golden Triad Award*

-Computer Gaming World

*Breakthrough Game of 1995*

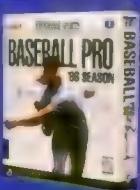
-PC Entertainment Editor's Choice



## 2 FPS: Baseball Pro '96

"With its statistics, graphics, playability and sound Baseball Pro '96 is one total baseball experience — minus the traffic, lack of parking space and hot dog vendors."

*Newsday*



"Sierra definitely has a humor here."

*Computer Sports Edge*

## 6 Silent Thunder A-10 Tank Killer II

"A fresh title that's sure to please fans of the original game."

*PC Games*



## 7 Gabriel Knight: The Beast Within

*Game of the Year 1996*

-Computer Gaming World

"A slimy case for interactive movies"

-CD-ROM Today



## 3 NASCAR

*Premier Simulation Game of 1995*

-Computer Gaming World

*Gold Award for Best Sports Program of 1995*

-Software Publishers Association



## 8 Police Quest: SWAT

"...a pulse-pounding glimpse into the lives of America's most elite law enforcement officers..."

*PC Gamer*

"This is the perfect game for anyone with a serious interest in the workings of a SWAT unit."

-Home Computing & Entertainment



## 1 Print Artist 3.0

"A wealth of features to turn any family computer into an instant print shop."

*Family PC*



## 2 Hoyle Classic Games

"Sierra's Hoyle series features the most entertaining PC card play on the market."

*PC Magazine*



## 3 LandDesigner

"Simple enough for a beginner to use and it offers enough information about gardening to accommodate the needs of even an experienced plant person."

*Family PC*



## 6 The Incredible Machine 3.0

*Seal of Approval*  
-National Parenting Center

*Puzzle Game of the Year*  
-Family PC



## 7 The Lost Mind of Dr. Brain

*Code Award for Best Home Learning Product*  
-Software Publishers Association

*Highest overall rating for children's software*  
-Consumer Reports Magazine



## 8 Mixed-Up Mother Goose Deluxe

*Parents' Choice Award*  
-Parents' Choice Foundation

*Best Early Education Program*  
-Software Publishers Association



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# TEN

## 4 Missionforce: CyberStorm

"A tasty blend of strategy, role-playing, arcade and miniature board gaming."

-Computer Gaming World

"Missionforce's scrupulous attention to detail is exceeded only by its incredible game play."

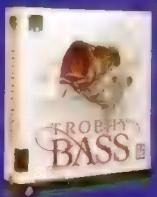
-PC Games



## 9 FPS: Trophy Bass

"It absolutely hooked the fishermen of all ages that own a computer."

-Computer Games Strategy Plus



## 4 MasterCook Deluxe

"Best Software for Cooks"

-Bon Appetit

\*\*\*\* Family Computing



## 9 Adi English 4-5

\*\*\*\* Our testers loved the program.

There's so much to do."

-Warren Buckleitner  
Children's Software Review



## 5 3-D Ultra Pinball

"They have finally succeeded in bringing pinball to the PC hot dog!"

-CD-ROM Advisor

### IndyCar Racing II

"For racing verite, Papyrus Design Group's frighteningly authentic IndyCar Racing II is the champion."

-Computer Life

"Sparkling, sharp, clear—pick a superlative and it applies to everything on and off the track."

-Computer Gaming World

## 10 Shivers

\*\*\*\*\* Home PC

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-PC Gamer



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Gabriel Knight: Sins of the Father

4



King's Quest VI

5



Caesar I

6



The Island of Dr. Brain

7



Leisure Suit Larry I

8



Incredible Toon Machine

9



Land Designer 2.0

10



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# Gettin' LOW with

## Hide the kids and wake up grandma, Leisure Suit

by Ivana Kutchunutsov

**A**l Lowe has been called a lot of things by a lot of people over the years, but "father figure"? Well, maybe so. After all, the animators, musicians, and programmers working for him are about half his age. And he is the world's oldest game designer. At age 50, Lowe has developed a fine halo of graying hair, a beard worthy of any elder's council, and a physique that bespeaks the good life. "What? Do you think it's easy to look like this?" Lowe asks with a twinkle.

You probably think working on a premier software company's humor project would be an awesome job. But you have no idea how the poor Larry team suffers. All day long, they have to animate luscious, over-developed women. They're forced to read *Playboy* at the

office (for "research purposes" only, of course). They have to read and edit jokes, record endless pun-filled dialogue, create off-color humor, and fill their artistic masterpieces with subliminal messages.

Yes, the steamy halls of Up & Coming Productions feel more like a frat house than the offices of the world's leading entertainment software company. Disco balls in the office? Hey, it's a "business expense!" Rules at team meetings? Only one: if it gets a laugh, put it in the game! With working conditions like these, you can see why Al's team is "up for the job!"

It may sound like the Larry team is in need of adult supervision. But Al is special and gets away with things nobody else would, mainly because everybody hereabouts knows the incredibly popular games he designs are comedies and parodies never intended to be taken seriously. They are Sierra's ultimate answer to political correctness. Al believes you gotta have fun to create fun. Millions of happy game players have agreed over the past ten years. And fun is exactly what



Captain Lowe, one funny, wacky, twisted dude.

## Meat The Femmes

What makes *Love for Sail!* so hot that even the Thespian Monastic Brotherhood of Monks (inventors of the famed CyberLovermaster 2000™) loosen their collars when they play? It's the femmes, of course. This game features larger than life (in every way) women who all have something to offer Larry, if he can just give them a little hand (although he'd like to give them a little something else!).



### Captain Thygh

The winner of his "Thyth's Men Tschky" contest gets to spend a week "cruising on the Captain". The competition is stiff, but Larry wants to win badly! One look at the captain and you can see why Oh, baby! It won't be love-at least on somebody's part of her.

# Leisure Suit Larry

## Larry: Love for Sail! is ready for its inaugural launch

he's created in the upcoming *Leisure Suit Larry: Love for Sail!*

Based on Lowe's world-famous *Leisure Suit Larry* adventure game series, *Love for Sail!* takes Larry Laffer-crown prince of lounge lizards—aboard the world's glitziest cruise ship, the *PMS Bouncy*, for a swingin' cruise in singles heaven. The *PMS Bouncy* (a Panamanian ship, as you can tell from its name) is filled with more busty beauties than could ever be gathered together in real life, especially by the Laffer. But they're all yours to schmooz, if you roll your dice right. Prove your puzzle-busting studliness to the ship's Swedish skipper, Captain Thygh. Win her "Thygh's Man Trophy" contest and spend the next week "cruising on the Captain!"

But if you think you have Larry's best pick-up lines down cold, and that no

cyberchick can stand up to your Don Juan imitation, you'd better poof your chest hair and reshine your imitation gold medallion. Because *Love for Sail*



The totally decadent *PMS Bouncy* cruise ship. How did Larry get here?

features completely new game play, with a new interface the likes of which you've never seen. It's

a full-blown multimedia presentation that shows just how exciting, interactive and fun adventure games can be.

### Having Al Lowe's Baby

After designing the first five games in the *Leisure Suit Larry* series, you might think that Larry is old hat for Sierra veteran Al Lowe. Nothing could be farther from the truth. A quick trip to the *Love for Sail!* offices proves these game makers easily have the tools and talent—and the imagination—to do something completely different.

In designing *Love for Sail!*, Lowe and the team have drawn on diverse sources to create a graphic adventure that not only delivers hilarious hand-drawn cel animation, but also revives features that made adventure games so popular in the first place. The anima-

### Victorian Principles

Like all librarians, Vicki is a closet nymphomaniac. She's a steaming cauldron of pent-up sexuality... until Larry frees her from of the bonds of prudence.

### Drew Baringmore

Drew spends all her time at the nude pool wearing nothing but her laptop. And who says blondes aren't smart? This could well be Larry's ultimate challenge: he has to get her into her clothes!

### Dewmi Moore

Batty, wry, sly, but also furtive and sneaky, Dewmi is a casanova who upsizes for ships. She's only here to meet men with money—and himself.

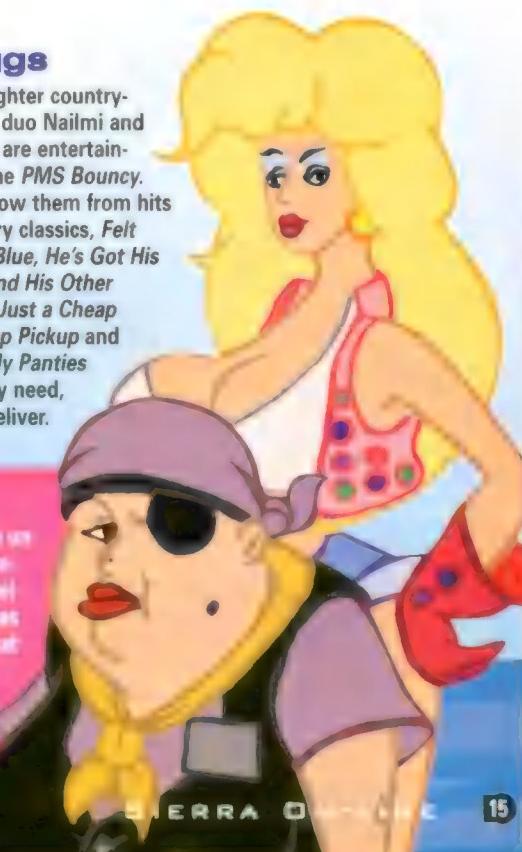


### Peggy

Ooh, baby. There ain't no other women in the ocean like Peggy. This sort of charming female (and maybe just a few male) Hormones is just as likely to tick you as turn you out with language so hot that we had to keep it in order to make the game legal. You couldn't find more nasty talkage in a dilly bag of women.

### The Juggs

The mother-daughter country-western singing duo Nailmi and Wydoncha Jugg are entertaining tonight on the *PMS Bouncy*. You probably know them from hits like those country classics, *Felt Up and Feeling Blue*, *He's Got His Daddy's Eyes (And His Other Daddy's Smile)*, *Just a Cheap Pickup in a Cheap Pickup* and *Thinking With My Panties Again*. What they need, only Larry can deliver.





## Larry's Place in CyberSpace

Though *Love for Sail!* won't be out for another month or two, you can get a sample of Larry right now by connecting to the SierraWeb at [www.sierra.com/games/lfs/](http://www.sierra.com/games/lfs/). There you'll find an overview of the game, articles on the Birth of Larry, an archived interview with the Prince of Polygamy, and art from the game. You can have a virtual beer in those states where it's not prohibited by law! You can even download *Larry Page Up!*, an innovative little utility that makes Larry appear on your Windows desktop at the most inopportune times with sound advice and time-honored Larryisms. Heck, they've even got a whole batch of add-on packs for *Larry Page Up!* in case you can't get enough!

"Great Moments with Mister Cleaver."



**“...Es ist ein tatsaechliches Feature und nicht um etwas, das in neutraler Verpackung aus Flensburg kommt.”**

—PC Action Online, August, 1996, German Edition

(we couldn't have said it better ourselves)

tion is smoother, bigger and more plentiful than ever before. (And so are the women!) Sure, walking around is still available, but it's nearly unnecessary. Thanks to the game's new map interface, you can now go anywhere aboard ship with just a quick click of your right mouse button.

Lowe, usually Sierra's grand

**Feel my pain!**  
master  
of puns, is quite  
serious when he  
talks about  
the tech-  
nology underlying *Love  
for Sail!* "We combined the  
best of several worlds: the open-ended  
feel of the ancient typing games, the joy  
of small talk from earlier Larry games,  
and added context-sensitive pop-up  
menus, like Windows 95. No more  
icons. No more running your cursor



We asked gamers what they wanted to see in the new Larry. Here it is!

back and forth to the icon bar. *Love for Sail!*'s interface is fast, slick, and new."

Producer Mark Seibert is a little less serious about the product. "*Love for Sail!* is a lot like Command and Conquer. It's filled with smart, crafty, beautiful

women who command Larry to do things. And Larry tries to conquer them. Of course, when you're Larry, that's easier said than done!"

### Disco Nights

Was Stayin' Alive your late-night party anthem of the 70's? Then you and *Love for Sail!* have something in common (besides closets filled with outdated threads). In order to add just the right tone to the game's "night fever-ish" environments, Seibert tracked down the license holders of the most time-hon-

## Cyber-Mania

*Love for Sail!* has taken the cyber-concept and thoroughly abused it to give you cyber-activities you never would have cyber-believed possible. Imagine the cyber-possibilities...



### CyberGrove 2000

Windows 95 inspired our new *CyberGrove 2000™* interface. Just point at anything and click. Up pops a context-sensitive menu of actions that a particular object will "find meaningful". No more icons, no more error messages. Just more humor!



### CyberLovermaster 2000™

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ored disco cuts and offered their owners the chance to be in *Love for Sail!* Some laughed. Others scoffed. "When we asked the BeeGees for the rights to the Saturday Night Fever music, they told us 'no,'" laughs Seibert. "They said they didn't want to be associated with disco. It's that kind of business judgment that put the BeeGees where they are today!" Adds Lowe, "I think they made that decision about 20 years too late!"

But lots of other big time disco stars are joining up to "lounge with the Laffer." And, you'll hear the real thing here, too. No more MIDI music, CD-quality audio throughout. In fact, Seibert & Lowe recently returned from Hollywood, where they spent the day at Chick Corea's Mad Hatter Studios recording some of LA's best musicians playing some of the greatest lounge lizard music you've ever heard!

While *Love for Sail!* isn't pornographic or obscene, it's definitely in bad taste. But once you get Larry in a situation so outrageous, you can't help but laugh and that's the whole point. If

*Love for Sail!* was on TV, the game would be dubbed an "adult situation comedy." Being a game gives it the ability to take the implausible into the

absurd, for humor the real world could never deliver. Sure, Larry may be a polyester-wearing geek with the world's worst comb-over, but he's got a heart of gold, total faith in humanity, and endless perseverance.

In the end, you just can't help but like Leisure Suit Larry Laffer. It's not for nothing that he's the best-known character in all of computer gaming!

And it's nice to know that, even though it's just a game, for once in your life you'll get to sail off into the sunset with the beautiful girl.



Ah, the men: Dick, Peter, Wang, Johnson, Willy, Rod...heck, who cares? Check out those gals!

## The Big Leak

As all wind ruffled the *Love for Sail!* waters when someone leaked *Love for Sail!*. WAV and .AVI files to newsgroups all over the Internet. These files were of a "lewd" nature and were created by the program team for their own hunger—not for viewing by the general public. The .AVI file, titled *LSL7.AVI* features a very naked Larry engaged in very naughty behavior with two women. The .WAV file, titled *LSL7.WAV* is a very rude sound bite before it had been heavily doctored and included in the game.

The files were posted to the alt-binaries.warez.win-pc newsgroup, and alt-games and alt-warez.win-pc-type newsgroups. As this issue goes to press, individuals are still circulating these files on a regular basis, much to the embarrassment of the *Love for Sail!* developers.

"It's kinda like your Mom catching you reading *Playboy*," said one animator, who refused to be named. "I just can't believe someone had the nerve to put it on the 'Net.'" Readers are strongly encouraged not to download these files because they can be used with such utilities as *Larry Pops Up!* and the Windows sound system.



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### CyberType 2000<sup>SM</sup>

Remember the fun you had typing in all those terrible things to Larry? And how you laughed when it recognized them? *Love for Sail!* brings back typing—but in a good way! No need to type all the time, just when it's funny! Let CyberType 2000<sup>SM</sup> bring you the best of both worlds: point-and-click game play with the open-endedness of typing.



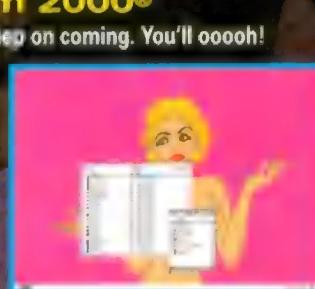
### Scratch Here!

That's right! You can scratch here!

**CyberSniff 2000<sup>SM</sup>**  
means AI has finally done it! Yes, *Love for Sail!* is the only game you can buy today with a real live Scratch 'n' Sniff card in every box. Just imagine the smells AI Lowe will make you endure. (Rotten fish? No! We would never do that. Too easy!) The CyberSniff 2000 Card—don't leave home without it.

### CyberStar 2000<sup>TM</sup>

And the Larry team wasn't content to stop with just including your voice, now you get to be on-screen too! Be a star just like Larry! The brand-new CyberStar 2000<sup>TM</sup> puts your picture on the screen. CyberStar 2000<sup>TM</sup> allows you to add your image (or that of your favorite mug) to *Love for Sail!* "Hey, that's right! You da man," says Larry.



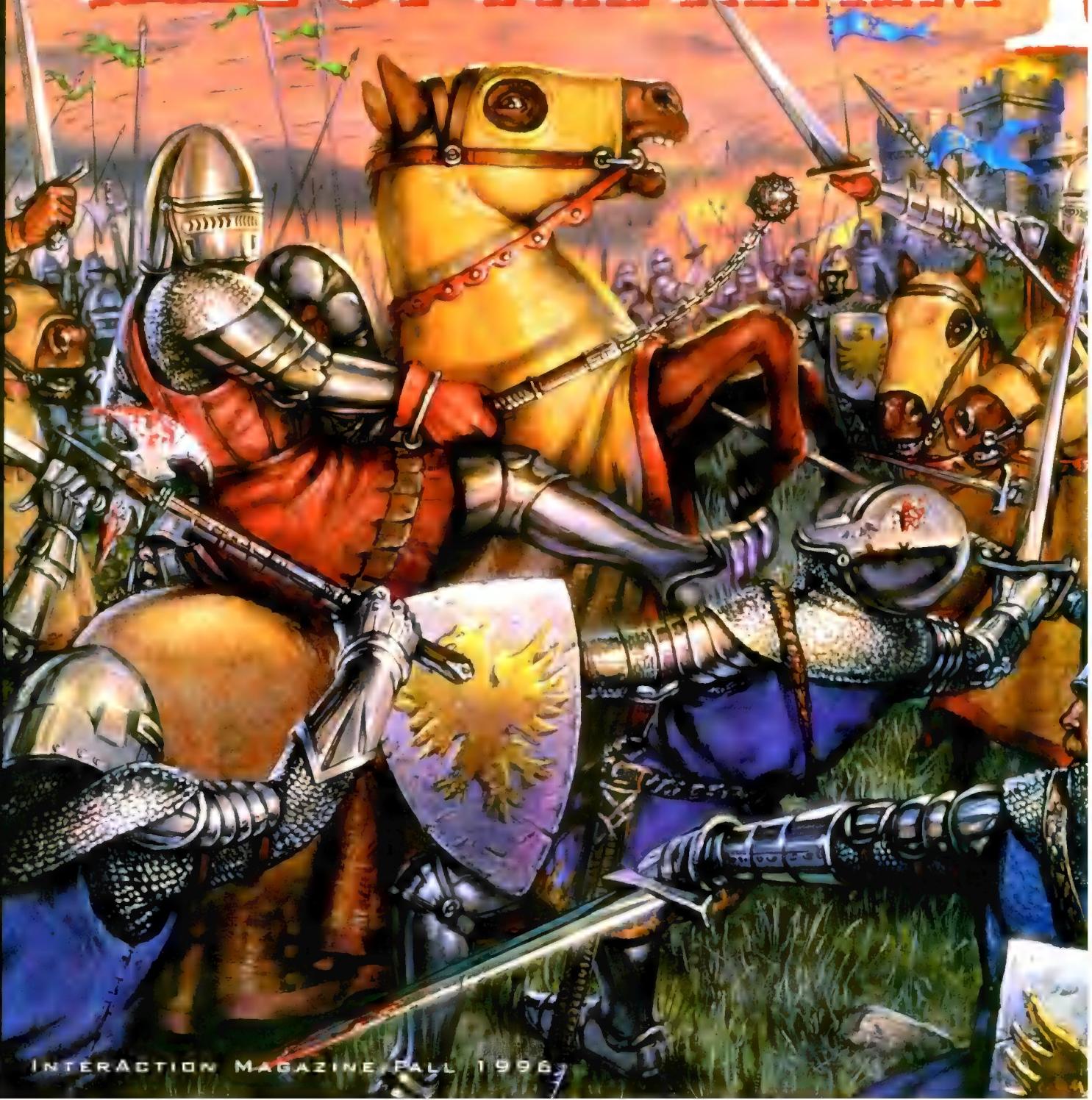
### CyberSystem 2000<sup>®</sup>

And the fireworks just keep on coming. You'll oooh! and aaahh! when CyberSystem 2000<sup>®</sup> lets a few shells at your Windows wallpaper. Every time you "make a little progress," your wallpaper changes to a portrait of your new conquest!



Lords of the Realm II • STRATEGY

# LORDS OF THE REALM





## Impressions Stakes a Claim for the Strategy Crown

**S**tategy games are more popular than ever, earning bestseller status with a frequency unimaginable just a few short years ago. Leading the charge to the charts are the real-time war games, which have attracted a new base of gamers eager for faster action attacks and quick-moving combat. With the popularity of these new games, fans of the traditional turn-based games have found themselves left out in the cold, save for the continued availability of a few long-time favorites.

Now, one man is trying to bridge the gap between these two distinctive strategy gaming styles with a game borne of noble heritage. The man is Impressions Designer David Lester, and the product is the sequel to PC Gamer's 1994 Historical Simulation of the Year, *Lords of the Realm*.

The original *Lords* game re-created the challenges of conquering a feudal empire. The emphasis was on the economics of kingdom management and empire building, with what many

consider to be the first real-time, animated soldiers in user-controlled battles. It was a great game, with incredible depth of play, but it didn't have the pace or "cool" graphics and features that strategy gamers now expect.

Now *Lords II* has perfected the original empire building and kingdom management aspects of the game, adding handy features to streamline routine

resource allocation and management. It also adds a totally new element—high res, real-time combat and sieges—to create an even better game with the kind of eye candy that appeals to the aggressive nature of today's new strategy game audience.

With the new *Lords II*, players experience

the very best of strategy gaming. Combining the visceral combat of a real-time game with the in-depth cerebral nature of a turn-based game, and by allowing the player to adjust the mix, David Lester has created a new game with a great mix of well-balanced empire building, and action-packed sieges and battle.

—Jason Bates, PC Gamer

**"Lords of the Realm II combines the best of both worlds, adding the real-time model of a Warcraft II to the turn-based, strategic elements of Civilization."**



# Ruthless Conquest and Fierce



## Pillage and Plunder

Once the enemy has breached your walls, prepare for heavy losses. The siege is ended and the war is on.



## Weapons of War

Take a mace and crush the heads of your opponents. Or use the jagged edge of a pike to cut your foe to pieces.



## Death, Long Distance

Archers can decimate soldiers with their barrages. Chain mail is no match against these powerful longbows.



## Focus Your Attack

Commit your troops and pay close attention so you can exploit any advantage.

## Chilling Aftermath

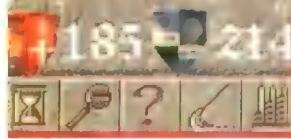
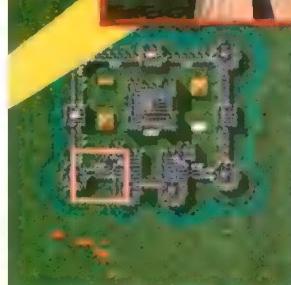
Once the battle is over, only the victorious remain standing. There won't be any prisoners.

# Combat (all at the click of a mouse button!)



## No Minor Injuries

Every battle eventually gets down to man against man. The best equipped will probably win the fight.



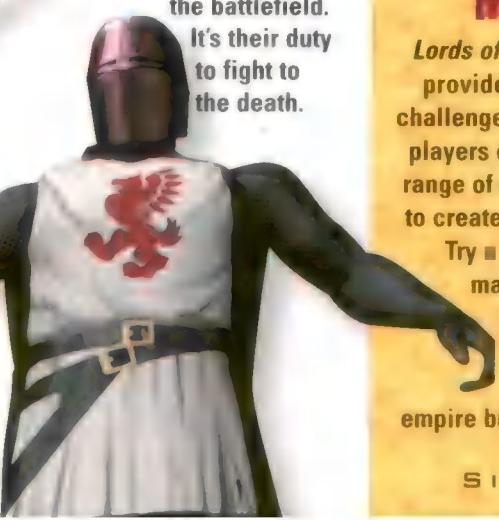
## 13th Century Tanks

Roll your battering rams into position and smash the thickest gates.



## Brave Knights

A Lord's armies represent his honor on the battlefield. It's their duty to fight to the death.



## Battle In The 13th Century

In *Lords of the Realm II* the name of the game is conquest. Every move you make must be geared toward building an army that is large and strong enough to take over neighboring counties. You have to be ruthless in your pursuit of the crown.

As the game begins, your armies will be peasants armed with pitchforks, maces, and pikes, but if you spill enough blood, you'll change those serfs to soldiers. Soon enough, your army will be filled with trained swordsmen, archers and knights. That's when the fun really begins.

When you've finally crushed your opponents, you'll be crowned King of England, but that doesn't mean the end to your fun. Try it again in Germany, France or one of the other world maps included in the game. *Lords of the Realm II* offers hundreds of hours of ever changing strategic challenges.



## Highly Customizable Head-To-Head Play on Modem or LAN

*Lords of the Realm II* is designed to provide a superior head-to-head challenge via modem, or for up to four players over a LAN. There is a wide range of scalable starting conditions to create the game you want to play.

Try a shorter, combat-intensive match for lunchtime LAN gaming, or choose options to set up an involved conquest offering more strategic empire building. The choice is yours.

ARTHUR C. CLARKE & GENTRY LEE PRESENT

# RAAIA

It began with these two men—Gentry Lee and Arthur C. Clarke.

## 2001: A Space Odyssey



Arthur has helped to shape the 20th Century and the centuries to come with his astounding vision of what the future might be.



Gentry was the chief engineer on the Project Galileo. He served in a variety of lead positions on the Viking Mission.

Some of the life on Rama spells danger for the astronauts, though they don't seem hostile. Others are oblivious to the human presence. The way they interact with the ship often seems as though it is part of some grand design.

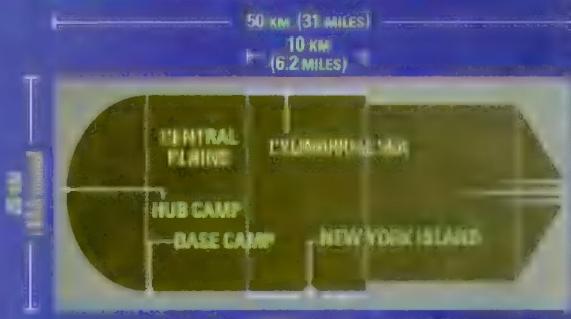


Examine the learning machines within Bangkok to understand more about the alien races on board, and learn the reproductive cycle of a totally unfamiliar species.



The interior of the vast ship has its own gravity, atmosphere, and even a wide cylindrical sea.

### GENERAL STRUCTURE OF RAMA



### 3-D VIEWS



### EXTERIOR VIEW

### CUTAWAY VIEW

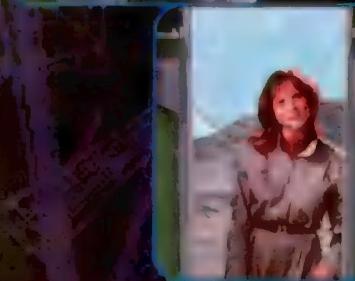
### COMPARATIVE VIEWS



INDEPENDENCE DAY™ SHIP



MANHATTAN ISLAND

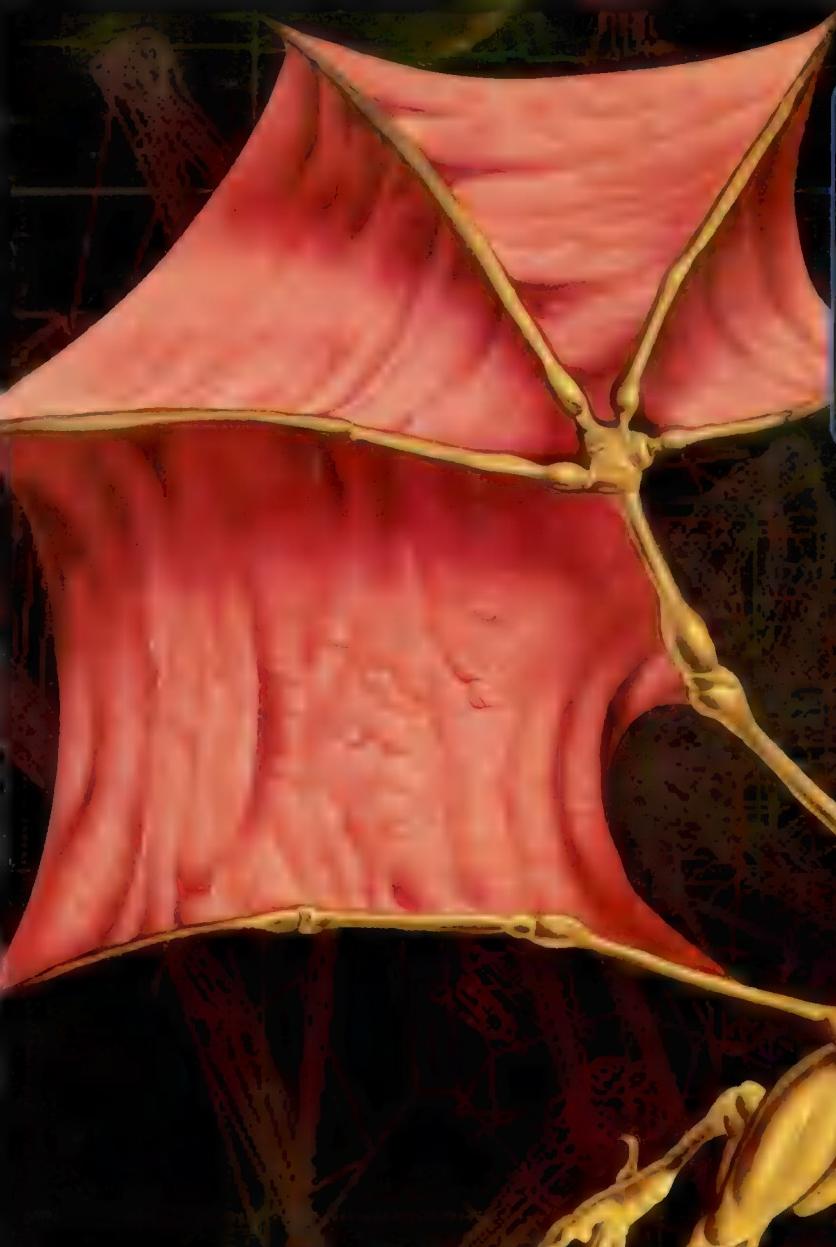


The exploration of *Rama* reveals many amazing sights. Witness a concert delivered for an alien race that does not hear sound. See the world through the eyes of an alien creature with advanced sensory perceptions.

The story of *Rama* takes place 200 years in the future. The united people of the planet Earth send a crew of astronauts to investigate this mammoth worldship. A diverse crew made up of the military, scientists and the media, are sent to learn as much about the ship as they can before it rounds the sun and catapults its way back out of our solar system.



The exploration of the cities lead to incredible discoveries. Other intelligent lifeforms are aboard *Rama*. Could one of them be the creators of this worldship, or have these aliens been caught or captured by the Ramans? Each discovery brings more questions.



Your survival depends on interpreting languages and cultures never before encountered.



Each biot has a specific purpose inside of *Rama*—that influences its shape.

\$54.95  
Available Fall '96  
WIN95 CD, DOS CD  
Order Direct 1 800 777 7707  
[www.Sierra.com/games/rama/](http://www.Sierra.com/games/rama/)





# Building Mental

10 more ways  
with the NEW

## "Time Warp of Dr. Brain"

by Torsten Reinl

### Can a Computer Make You Smarter?

Computer games can entertain you, and the best of them can teach you a thing or two, but can computer games actually make you smarter? That's the question the *Dr. Brain* designers asked themselves.

Working with a brain specialist and building on the theory that the brain is just like a muscle that can be exercised and stimulated, the *Dr. Brain* team created an original mental workout of 10 games that were designed to stretch, strengthen and challenge players' brains. The mental workout was called *The Lost Mind of Dr. Brain*, and since release in March of 1995, it has received a "Codie Award" for Best Home Learning Product from the Software Publishers

Association, National Parenting Seal of Approval and the highest overall rating for children's software from *Consumer Reports Magazine*. Not only was *The Lost Mind of Dr. Brain* called "remarkably educational," but children who tested it also

said that no other game they tested was so much fun to play. Even "adult" computer game magazines like *Computer Gaming World* put the game in their "Best of the Year Category" noting that they were stunned to find that a game they

thought had been designed for children could be so challenging and entertaining.



Help Dr. Beaver Brain protect his home in his amazing paleomammalian mind-bender.

# Muscles

## Creating the Advanced Mental Workout

Now the *Dr. Brain* developers are putting the final touches on the next generation of wacky mental workouts. While *The Lost Mind of Dr. Brain* was based on Dr. Howard Gardner's Theory of Multiple Intelligences, the new *Time Warp of Dr. Brain* centers around the development of the brain.

In creating *Time Warp*, the developers worked with Dee

Dickenson, a prominent author and researcher of thought processes and the human brain. The "Brain

Consultant," as she is affectionately called, provided the scientific background on the structure of the mind and the thought processes that would benefit most from this new mental workout.

Though the research behind *Time Warp* is cutting edge, the most notable improvements in this new *Dr. Brain* title are crystal clear. There are 10 all-new brain-flexing puzzle areas, each specifically designed to bring minds to new levels of mental fitness. Dazzling, 3-D Studio rendered characters and funky music will have players' eyes popping and toes tapping as their brains work to solve the puzzles. In addition,

two of the puzzle areas let you challenge new and old friends on the Internet.

## Where is Dr. Brain?

In this fourth game of the acclaimed *Dr. Brain* series, our wacky Doctor has invented a time machine and used it to become stuck in time. It's your job to suit up and time-warp through the past, present AND future to solve the 10 puzzles and bring Dr. Brain home safely.

## Survival of the Fittest

The very first mission will send you waaaaay back into the past to an era when life as we know it is little more than primordial ooze. That's where you, as a hungry and eager amoebae, come in. Survival of the fittest has never been so much fun as you eat your way through prehistoric goo to become Amoebae Numero Uno. Side-step parasites, dive into vitamin wells and rule your ecological niche before another amoebae can take your spot. Fail and be just another goo spot on the slimy walls of history. Succeed and you will emerge a higher life form.



## Let's Jam!

A few millennia later, the time-warp drops you off in a sparsely-lit cave with bizarre shadows dancing across the rocky walls. Suddenly, the smashing beat of a bass drum shakes the ground and a fierce scream almost knocks you off your feet. No, it's no saber-toothed tiger—it's the Neanderthal Cave Band, and these guys are jamming.



**Solving the ultimate word puzzle turns into pure monkey business.**

From Jazz to Grunge, from Country to Funk, their repertoire is simply amazing. The only problem is that they just can't keep their sheet music in order. That's when they spot you peeking around a corner. "Uggah, Uggah," they say, and you've got yourself a new job as band leader.

Dig deep into your cerebral cortex to recognize, replicate and design your own melodies. If this segment launches your career as a rock 'n roll superstar, stop by and play a few songs for us.

## Monkey Signs On-Line

Working your way forward through the millennia, you soon find yourself in the jungle playing word



# Builds strong minds 7 ways!



**Build Futuristic 3-D spaceships with a little help from Big Brother Brain!**

games against a monkey. This furry feller is a spelling bee expert, determined to not let you leave the jungle on your journey through time. Show him your logical and sequential skills are top-notch.

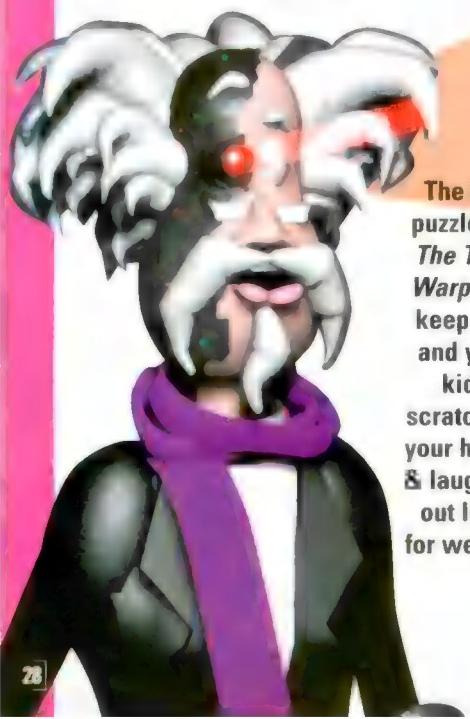
And they better be, because as the level of difficulty increases, the letters change to sign language symbols. Do you know how to sign "Hello"? You probably will after this game. Just in case, Dr. Brain helps out by signing and pronouncing the symbols for you. Of course, the further you advance, the less help you get. But with a brain like yours, you don't need that much help anyway, do you? Since this game is too much fun to play by yourself, you'll also be able to challenge others through the Internet or via a modem.

## Solve 51st Century Gridlock

For a peek into the future, you're transported into the 51st Century with all its amenities—and traffic gridlock. At 5 p.m. sharp, the commuters dash to their cars and hit the highways. However, with the traffic lights set the way they are, nobody is going anywhere. Off-ramps are blocked and intersections are completely impassable. Bring your screwdriver and your logic skills, because these tools will be needed. Program the traffic lights correctly and send all the vehicles safely on their way to their destination. Watch out though, there might be an occasional lead-foot among your drivers. One minor mistake and you will be rewarded with the sound of screeching tires and crumpled metal. It can't get much worse than a futuristic pile-up during rush hour.

## The Who's Who of Brains

If you can solve these and a few other puzzles—which we aren't giving away just yet—you leap forward into the far future. It's here where the human body has evolved into a gigantic brain, a being of pure cerebral power. The drawback is that all brains now live in jars and look exactly the same. The only way to tell them apart is to ask questions and use your deductive reasoning. Some of the answers you receive might pose even more questions! It's up to you to put all of the pieces together and solve the puzzles.



**The 600 puzzles in *The Time Warp* will keep you and your kids scratching your heads & laughing out loud for weeks!**



You will easily forget that *The Time Warp of Dr. Brain* is more than just a game. But like any other form of exercise or work-out, you will soon realize that your abilities have been enhanced, that you are more capable than you were before. As an



**Is this the line at the local brain-wash, or do these jumbled jars represent the perfect brain?**

extra brain teaser, Dr. Brain will offer gamers English, German and French versions—all on the same CD. With *The Time Warp of Dr. Brain*, you will exercise your brain and have a lot of fun at the same time. And you won't even break a sweat.



**\$39.95**

Available Christmas '96

WIN/MAC CD

Order Direct: 1-800-757-7707

[www.drb4.com/games/](http://www.drb4.com/games/)





# 1 If a parent buys 1 Sierra CD AND GETS ANOTHER *free*, HOW MUCH WILL *they have spent?*

- a. Less than if there had been no special offer.
- b. Less than the cost of a tutor.
- c. Less than the cost of a pair of basketball shoes signed by a person who never graduated from high school but makes \$3 million a year.

## 2 If Eager To Learn®

helps a pre-schooler get a headstart in NUMBERS, LETTERS, AND WORDS, how old will a child be before understanding the meaning of "n-o?"

According to recent scientific studies, your child will learn what "n-o" spells immediately after trying to borrow the car for the first time. In the meantime, why not help your 4 to 7 year-old get a jump on math, the alphabet, and reading? They'll think they're spending endless hours playing games, solving puzzles, creating art and singing songs. But doesn't it make you feel great to know they're also giving themselves an invaluable advantage for when they get into school? Yea!



AGES 3+



3. TWO 6-year-olds are fighting over who gets to play **Mixed-Up Mother Goose® Deluxe** first. What is the DECIBEL LEVEL of their **screaming?**

Whack a little noise compared to the joy of knowing your Pre-K through 2nd-grader is learning pre-reading and vocabulary skills? In MUMGD, as we affectionately call it, kids interact with animated characters to help Mother Goose find the missing parts of 18 nursery rhymes. The reward for successfully exercising their logic and memory talents is a sing-along performance done in a musical style adults can actually stand listening to. And get this: MUMGD even encourages kids to play cooperatively.

EDUCATIONAL SOFTWARE AWARD: CHILD MAGAZINE  
PARENT'S CHOICE AWARD: BEST CLASSIC PROGRAM  
FIRST CLASS EDUCATION PROGRAM  
SOFTWARE PUBLISHERS ASSOC.



AGES 3+

**4. If a 12-YEAR-OLD solves all the mind-boggling puzzles in *The Lost Mind of Dr. Brain*, what year will he/she enter MEDICAL SCHOOL?**

You don't need to be a brain surgeon to know that learning goes down a lot more smoothly when it's fun. So, in *The Lost Mind of Dr. Brain*, 6th graders to teens solve hundreds of puzzles in verbal, logical, visual, musical and three other thinking arenas. But they have riotous fun along the way thanks to Dr. Brain's witticisms and riddling puzzles. In fact, this game was the top pick of teen users for a major magazine's most-allowed-to-name that reports on consumer tips. So, for kids who love problem-solving, the problem of what CD to get them is now solved.

SPARKIE AWARD: "HOME LEARNING FOR ADOLESCENTS"  
CHILD'S-BEST SOFTWARE AWARD: CHILD MAGAZINE  
TECHNOLOGY & LEARNING "BEST HOME LEARNING" AWARD  
NATIONAL PARENTING SEAL OF APPROVAL



**5. If *The Incredible Machine*'s 150 animated puzzles improve kids' logic skills, WHAT MUST THE WIND CHILL FACTOR BE before they will put on a jacket?**

Despite what you may think, there is a rational, logical organized person lurking inside your kid's body. Prove it! Set any 5th grader or older kid in front of a computer with *The Incredible Machine* and watch them go to work solving over 150 puzzles. Building brilliantly creative animated models, or using their powers of deduction to build clever contraptions against the clock. Yes, this CD can take the very same kids who claim they do not know how to operate the dishwasher and give them a whole new repertoire of problem-solving skills.

GAME OF THE YEAR: CHILDREN'S PC MAGAZINE  
BEST CHILDREN'S CD: THE SELF-TEACHING PUBLISHERS AWARD  
CRAZIEST CHILD SOFTWARE AWARD: CHILD MAGAZINE



6. If there are two CDs in **Sierra's School House™ MATH** and each has material for 2nd through 5th graders, WHEN WILL the **dog get fed?**

You might want to let your kids off the hook for a couple of their household chores, because they're going to be busy in these CDs (as well as in *School House English* and *School House Science*) is a wealth of good-timed assistance in the three most important school subjects. Each lesson plan spans four years and covers more than 4,000 questions and exercises. There's even an interactive, animated tutor to give your kids encouragement and help along the way. So if you'd like to give your kids an extra push in school, get them into Sierra's School House. They're cheaper than a tutor! And every bit as fun as playing with the dog.

KIDS TO ADULTS  
**KA**  
AGES 8+



7. If a kid can create thousands of COLORFUL POSTERS, BANNERS, AND CRAFT PROJECTS with **Print Artist 4.0**, why won't they write **Thank You** notes?

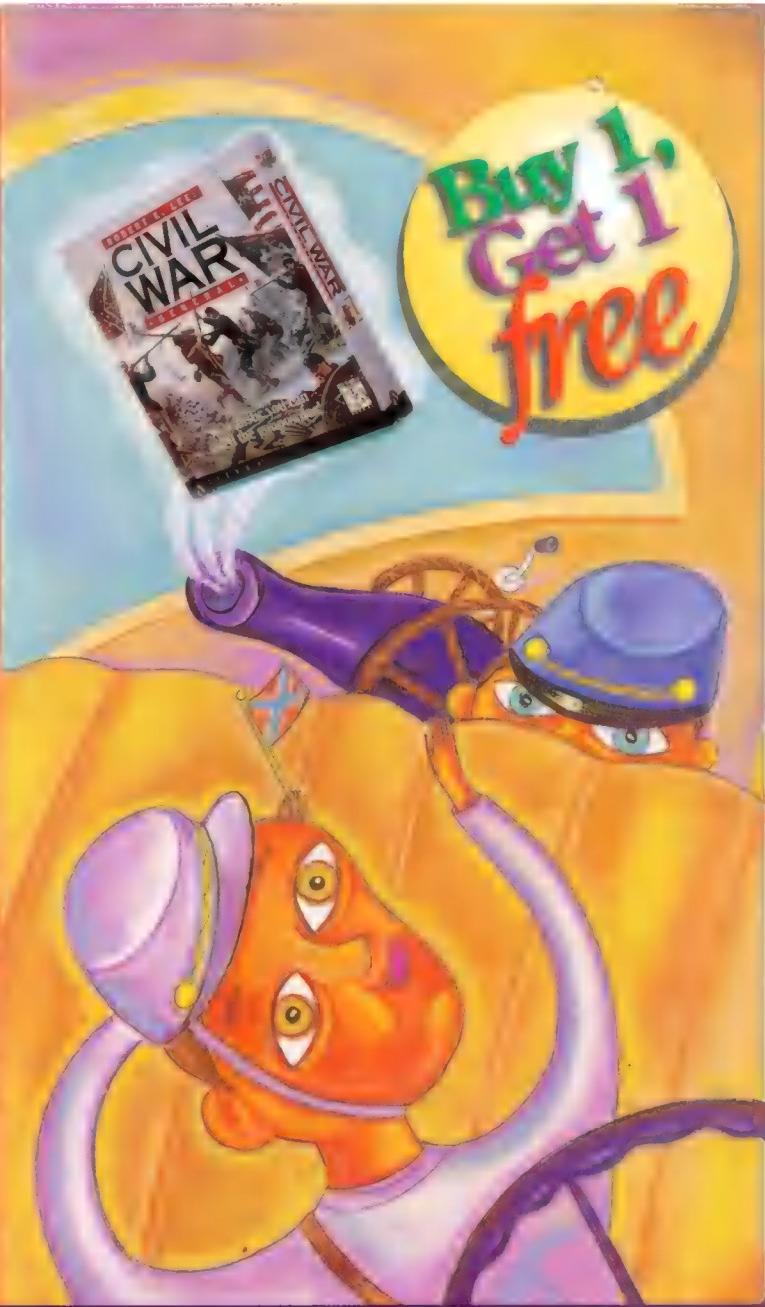
We may have tripped on the greatest discovery of all time: An easy-to-use, creativity-heaving art studio that may actually make kids want to do their homework, help with the garage sale, and write their thank you notes. We simply took thousands of graphics, borders, layouts and type styles and put them all together into a fast, fun, fulfilling program software. This is not a game, it's a tool—a serious one, we might add—you'll find useful no matter what your age or occupation. But, like a game, it's fun. Thank you very much.

KIDS TO ADULTS  
**KA**  
AGES 8+

**8.** A 6th grader is successfully BUILDING AND GOVERNING a city of thousands during the Roman Empire by playing **Caesar II**. Why can't the 6th grader KEEP HIS *room clean?*

You think running a family is hard? You should try building and managing an ancient Roman city, replete with riots, disease, conquering armies, droughts, and ambitious governors in neighboring provinces. On second thought, let your kids try. If they succeed, they could win the game and wind up as Emperor Loco, and life as a galley slave awaits with no TV privileges. Either way, they'll develop creative problem-solving skills, and boost their logic and organizational abilities, as they watch their city come to life. Toget optional.

AGES 6+  
K/A  
AGES 6+



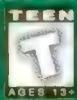
**9.** If two siblings learn about U.S. HISTORY by playing **ROBERT E. LEE: Civil War General** WHAT IS THE PROBABILITY of them fighting over WHO GETS TO SIT in the *front seat?*

Tell a kid he or she's going to learn about a pivotal moment in American history, and you can practically watch their eyes slam shut. But, tell them they get to relive the Civil War through the eyes of legendary general, Robert E. Lee and it's a different story. They'll play a game rich with battle re-enactment movies, music from those times, and uncannily accurate combat situations. This CD lets kids 11 and older map out the winning strategy with General Lee in the re-creation of six famous battles. So, they not only learn about history, they could even rewrite it.

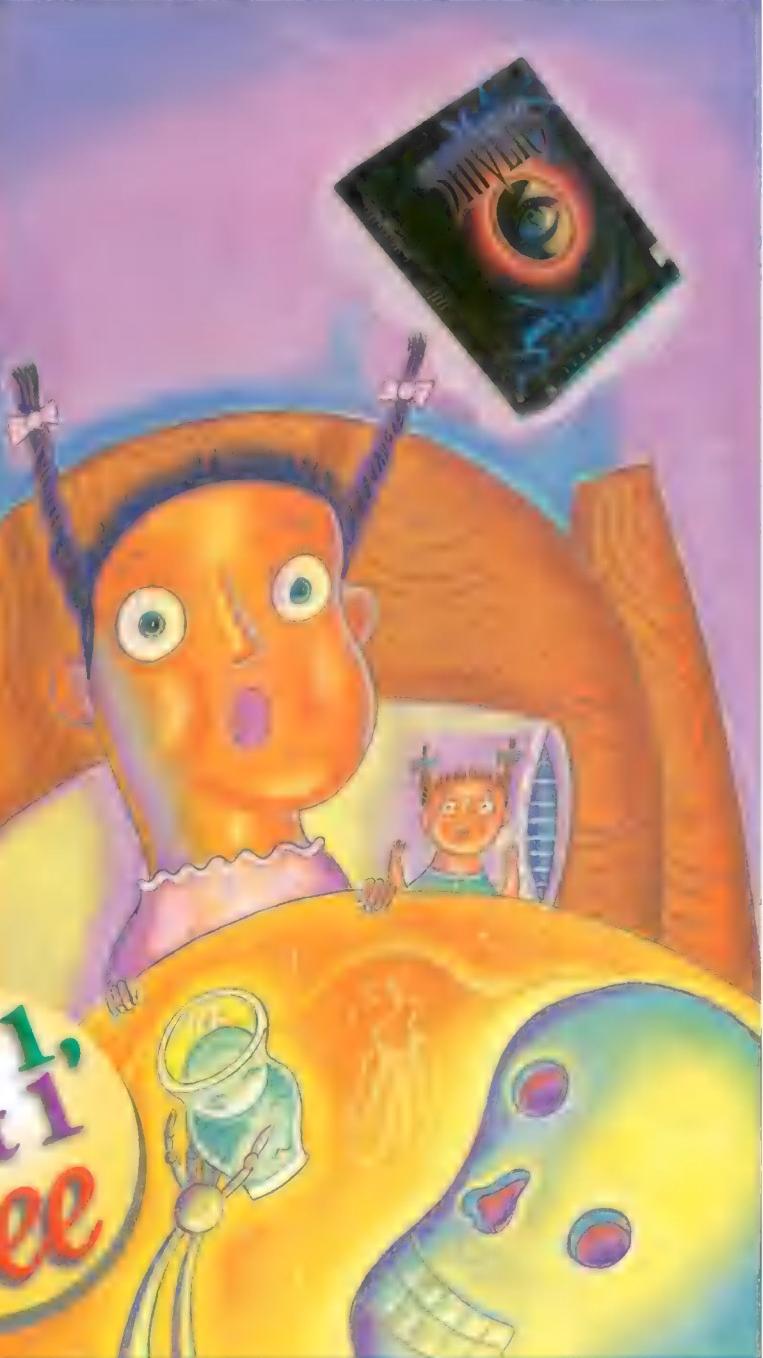
AGES 11+  
K/A  
AGES 11+

- 10.** If a bright, adventurous 14-year-old **WOULD RATHER EXPLORE** the supernatural world of **Lighthouse** than do anything else, **WHEN WILL** he/she discover **girls/boys?**

If hormones are the greatest mystery of our existence, meet the second greatest: *Lighthouse*. In this visual masterpiece, elaborate puzzles, exotic mechanical inventions, and a brain-twisting rescue mission await in a strange and mystical world. For teens and adults, this absorbing CD-adventure will become a welcome pre-occupation. At least, that is, until romance comes along.



AGES 13+



- 11.** If a kid **ATTEMPTS TO SOLVE** the hair-raising, brain-teasers in **Shivers**, just before going to bed, **WHAT TIME WILL** **the nightmare** occur?

I mean, really. Who would consciously set out to intentionally scare themselves to death? Answer: At last count, about 99% of all teenagers. Fortunately, they will have their macabre needs finally met by *Shivers*. This chill-producing mystery game allows players to spend the night in a haunted museum, solving puzzles, unravelling clues, and trapping evil spirits. It's a slightly gory, slightly creepy, first-person white-knuckle adventure. And yes, you fearless adults can play it too.

[www.ingenuity.com](http://www.ingenuity.com) 1-800-HOME PC MAGAZINE



AGES 13+

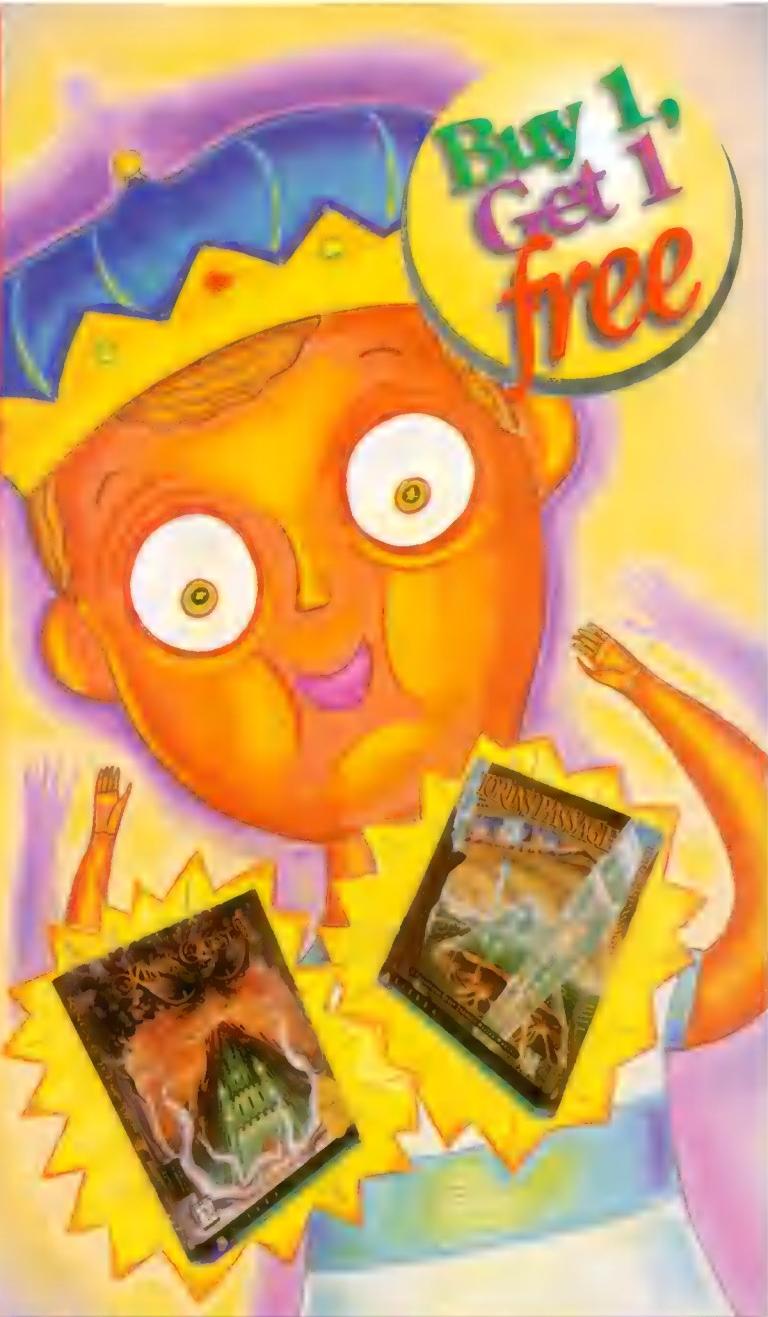
**12** HOW MANY SECONDS will a father get to play **3-D Ultra Pinball** before a kid sits on his lap AND FORCIBLY TAKES OVER *the computer?*

The good news: Family togetherness. The bad news: The kids are going to kick your sorry butt in the high score department. Fortunately, there's more good news. With 3-D Ultra Pinball you'll be playing the game that's the closest thing yet to parking a real machine in the rec room. The action is lightning fast, there are three different "tables" or levels, and the entire game has an outer-space theme just to keep things interesting. So start playing. Because what do you have to lose (other than your computer, chair and pride)?

KIDS TO ADULTS - "EXCELSIOR IN KICKIN' IT!"



Buy 1,  
Get 1  
**free**



**13** If **Torin's Passage™** AND **King's Quest VII** are two games sold for the price of one, **HOW MANY KIDS** will be fooled into thinking you're a *big spender?*

Why are we doing this? Why are we selling a hot new CD created by legendary gaming humorist, Al Lowe, with the latest installment in Roberta Williams' most popular Sierra adventure series ever! It wasn't to make you look like Mr. or Ms. Big Buck. No, actually, there's something personal involved here. We hopefully believe there ought to be more games the whole family can enjoy—games that are still challenging to play, but with fun, magical storylines. So here are two of the best for the price of one. Consider it a gift from our family to yours.





## Buy One CD, Get Another *...free!*

Just purchase any of the Sierra titles in the first list below and we'll send you another Sierra CD from the list on the coupon for free. To get your free CD, complete the coupon below and mail it with your proof of purchase (see coupon for details). Or, call 1-800-757-7707 or visit <http://www.sierra.com> to order direct from Sierra.

### BUY ONE OF THESE:

You can select one free Sierra product, if you purchased any of these Sierra titles:

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♦ Mixed-Up Mother Goose Deluxe ♦ Print Artist 4.0 ♦ Robert E. Lee: Civil War General ♦ Shivers ♦ Sierra  
School House: Math, English or Science ♦ The Incredible Machine 3.0 ♦ The Lost Mind of Dr. Brain ♦ The  
Rise & Rule of Ancient Empires ♦ 3-D Ultra Pinball ♦ Torin's Passage/King's Quest VII Bundle ♦ Trophy Bass

### GET ONE OF THESE FREE:

Select one free Sierra product, if you purchased any of the Sierra titles in the list above.

- Caesar II  WIN  DOS  MAC
- Eager to Learn  WIN  MAC
- Football Pro '96  DOS
- Hoyle Classic Games  WIN  MAC
- King's Quest VII  WIN  DOS  MAC
- Lighthouse  WIN  DOS
- Master Cook Deluxe  WIN  MAC
- Mixed-Up Mother Goose Deluxe  WIN/MAC
- Outpost  WIN  MAC
- Print Artist: 1500  WIN
- Robert E. Lee: Civil War General  WIN
- Shivers  WIN  MAC

### SHIP MY FREE GAME TO:

Name \_\_\_\_\_

Address \_\_\_\_\_

State \_\_\_\_\_

ZIP \_\_\_\_\_

City \_\_\_\_\_

Now here's the fine print: You must purchase your Sierra product between August 15 and October 31, 1996. You need to send a check or money order made out to Sierra On-Line for \$5.95 to cover postage and handling, and you'll need to send a copy of your dated receipt and proof of purchase from the Sierra carton (the UPC bar code, please) with the coupon. Mail to: Sierra Buy 1 Get 1 Free Offer, Sierra Direct, PO Box 1301, Coarsegold, CA 93614. Please allow 4 to 6 weeks for delivery. Offer valid in the U.S. and Canada only. Not valid with any other offer. Requests must be postmarked by November 15, 1996. This offer may be discontinued without notice. Sierra reserves the right to limit quantities. No dealers please. No people whining about how small we've had to make this type, please.



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BTS1A9



**Phantasmagoria 2 (n) 1:** An optical effect by which figures on a screen appear to dwindle into the distance or suddenly rush toward the observer. **2:** A constantly shifting complex succession of things seen or imagined.

# "A Puzzle of Flesh"

by Lorelei Shannon

**W**hat is real? Seems like a simple question, doesn't it. This magazine is real. You're holding it in your hands. Your house is real. The people around you are real, right? You're real. Well, aren't you? Go look in the mirror. Look into your own eyes. Look deeper. Who's in there? It's you, isn't it? Well, isn't it?

**"You'll uncover things too horrible to believe. Things that strain the imagination and stretch the fabric of reality."**

—Lorelei Shannon, Designer

Hi. I'm Lorelei, the designer of *Phantasmagoria: A Puzzle of Flesh*. I'm here to upset your reality. Along with the main character of the game,

Curtis Craig, you'll find conspiracy, terror and mystery. You'll uncover things too horrible to believe. Things that strain the imagination and stretch the fabric of reality. And when that fabric begins to tear, well...

Hang on. First I'll tell you what you won't find in "A Puzzle of Flesh." You won't find Adrienne, Don, Carno, or the Entity. Why? I killed them. They're buried in my basement. What a pain THAT was!

Did you ever try to dig a grave for an eight hundred pound demon? I'll tell you what, it isn't easy. And the smell.

Okay, seriously, you won't find any of the characters from the first *Phantasmagoria* in



*Phantasmagoria 2* designer Lorelei Shannon will blow your mind too!



this installment because I decided to start over. New characters, a new setting, a whole new story. My reason for doing that is twofold, and the first reason is purely selfish. I wanted to create a story from scratch, a story that would be all mine. Not that I didn't get a kick out of the first Phantas, but my style is very different from Roberta's.

*Phantasmagoria 1* is a night in a haunted house, an evening with the *Late*

*Night Creature Feature*, a tribute to Vincent Price and Peter Cushing and the classic horror stories we all grew up

**"I want to dive into the deepest, coldest, blackest part of the human psyche, and drag you down with me."**

—Lorelei Shannon, Designer

with. I love all that stuff. It helped shape me into the charming young lady I am today. However, my mind works in a nastier bent. My dreams are fired by Clive Barker and Nine Inch Nails, Tanith Lee and Nick Cave. I want to dive into the deepest, coldest, blackest part of the human psyche, and drag you down with me. Hope you brought your life jacket:

And the other reason? My favorite TV



*Phantas 2* will play with your head, but we'll probably leave yours on your body. (This lady may not be so lucky.)



Pain and revulsion melt into compelling desire.

shows when I was growing up were the anthologies: *Twilight Zone*, *Thriller*, *Night Gallery*, *The Outer Limits*. When you switched on the TV, you never knew what you were going to see. I loved the idea of a series of games like that. All you know when you pop in that first disc is that it's going to be scary. Really scary. You're at my mercy. Do you trust me? You do?

Fool.

All right, back to the story. I decided to set "Flash" in the modern, urban world, since there's no place scarier. I loved the house in *Phantas 1* (I'd really like to live there), but there's something more in-your-face about a story that's set in the paranoid hives of a huge corporation, the darkness and smoke of a decadent night-club, and the misery-soaked hallways of a forgotten mental institution. I felt it was critical to begin the

story with a firm grounding in reality. That way, when I pull the rug out from under you, your fall will be that much harder. In fact, you may not be able to get up for a while.

Does that sound brutal? I suppose it does. But this game, the ideas and the story behind it, is made to savage your imagination. I want to leave you cold and shivering. I want you to think about it for weeks, months, maybe years. This is adult horror. It is

challenging, intelligent, shocking and twisted. It is not for kids. Let me say that again, a little louder. THIS GAME IS NOT FOR KIDS. I do not recommend that anyone under seventeen play "A Puzzle of Flesh." It was never designed for children. There is a game control that can be set for "more sensitive players." It is NOT meant to be a parental control. It is there for sensitive ADULTS who want to play the game without seeing the more graphic elements. Use your judgment, folks. If this game gives you nightmares, don't come whining to me! You've been officially warned.

Here's a brief synopsis of the story, so you know what you've been warned about. Our protagonist, Curtis Craig, is a young man who tries his best to be normal. He has a boring job at a huge pharmaceutical company. He has a small apartment, a sweet girl friend, and a quiet social life. What he wants most is to maintain the status quo, to make sure



This is one girl who could just love you to death. When Jocelyn says "kiss me, you fool," do it.

that nothing upsets his even existence. You see, he really doesn't want to go back to the mental hospital.

A year to the day after his release from the hospital, things start to go wrong. Curtis sees visions of blood and destruction. His rat talk back to him. His computer develops a nasty mind of its own. (I know, what's unusual about THAT? A terrifying presence called the Hecatomb appears seemingly at random, harassing and tormenting Curtis, bringing up things he has tried to forget. Is he losing his mind again? The only person he confides in is his best friend, Trevor. He tries to protect his girlfriend, Jocelyn, from the horrors that have become his life, and inadvertently pushes her away. Enter Therese, a co-worker with a secret life who pulls Curtis into her dark and hidden

If this game gives you nightmares, don't come whining to me! You've been officially warned."

world. Then the murders begin.

The first to go is Bob, an obnoxious employee whom everybody hated—especially Curtis. They were in competition for the same promotion, and that they had a fight the day before. What really looks bad, though, is the fact that Bob was splattered all over Curtis's cubicle... Okay, that's all you're getting. I don't want to tell you too much about what happens next. If I did, the next murder might not be quite such a shock. Or the next one. Or the next one...

As the player, you guide Curtis through the twisted nightmare of his life, attempting to uncover terrible secrets from his childhood, unearth the depraved past of the WynTech corporation, and prove Curtis's innocence. Or guilt. If you can create a whole picture out of the puzzle pieces, you will discover the truth. Just bear in mind that you may not like what you find out. Am I suggesting that you might be playing a psychotic murderer in this game? Damn straight.

A lot of people have asked me where I came up with the characters. Is Curtis me? I hope not. He's one sick puppy. Of course, there's a little bit of me in all of the characters, but Curtis is his own person. He's one of the strangest characters I've ever written. His confusion about his identity, his reality, and his values are things that speak to all of us, I think. We all deal with those demons at one time or another.

I'm not Jocilyn, either. She is a composite of the gamier women I know, the women who give unselfishly, always, even when they probably shouldn't. She's not a weakling or a victim, but she's perhaps a little too thinking for her own good. She's someone I like very much; a person with a lot of integrity, and hidden reserves of strength.

I get a big kick out of Therese. She knows who she is and what she wants out of life. She maintains a secret life not

because she's ashamed of her nocturnal fun, but because it gives her a thrill to have a separate identity. I don't feel she's a bad person at all, or even amoral... She just deals with life on her own terms. I can respect that.

The character I put most of my personality into is Trevor, Curtis's best friend. He's got a warped sense of humor like me, he's loyal to his friends, he's on the level, and he loves old monster movies. I had the best time writing his dialog. He's a major smart-ass, which some people say I am, too. (You don't believe that, do you?) Trevor's a much better dresser than I am, though.

As for Blob, the rat, she's a complex



Too intense for kids, a special feature of the *Phantas 2* allows adults to adjust the intensity of the experience.

theory, but the humans have lost any real control long ago. A corporation is a huge, blind, hungry hive-minded beast that devours everything in its path. It has no conscience. Instead of the humans keeping the corporate entity in check, it corrupts them. People have

done horrible things in the name of corporations. They've destroyed the livelihood of entire cities, polluted and demolished whole ecosystems, and killed people through neglect or greed, or just plain murder. Don't believe me? Ask Karen Silkwood!

No, no, I'm not saying ALL corporations are evil. I'm sure Ben and Jerry's hasn't sent a hit man after the Borden's cow, or strangled any mammals lately. But there are enough creepy aspects of some megacorps out there to give me material for hundreds of stories. Go to the library. Check it out for yourself!

So I can't wait for you to play. I've spent nearly two years in the darkened world of "A Puzzle of Flesh," and now I'm anxious to let the beast out of its cage. It's been chewing on my mind all this time, and now it would really like a big bite of yours. Do you dare? And, do you?



Nothing in this game is as it seems to be. Death can come at you from any direction.

character driven by strange hungers. Morals and jelly beans and raw ambition (to tear up any T-shirt that's accidentally set on fire). She's a stunning combination of Meryl Streep and Ben. Incidentally, she was played by my very own little cat friend, Rosie. You know, I think I'll call her Oscar. Or maybe I just need to change her cage.

Finally, some folks have asked me why I would set a horror story in a corporation. What's scary about a corporation, they ask? Just about everything. Many large corps have no soul, no humanity. They're run by humans in



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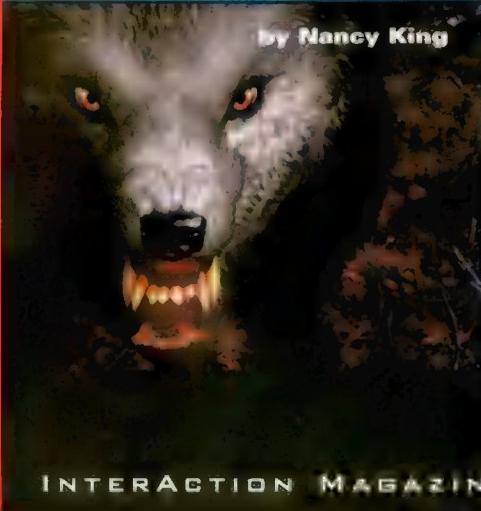
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## HALLOWEEN AS IT SHOULD BE CELEBRATED— WITH THE BEAST WITHIN

Gabriel Knight & *The Beast Within* • ADVENTURE



By Nancy King

**T**he friendly ghosts, gentle goblins and singing witches representing today's modern Halloween paint a very different picture of what was once Hallows Eve. Long, long ago, this autumn evening terrified the strongest of men. It was that special night when witches ruled and restless souls wandered the Earth in search of peace.

This Halloween put the candy bowl on the front porch and settle in front of your computer for a "October 31" to remember. Enjoy a little psychological terror from Sierra's award winning Game Designer Jane Jensen. Play *The Beast Within, A Gabriel Knight Mystery*, and you'll feel your heart beat just a little harder. And be prepared for a enormous jolt of adrenaline as you get into the game. Commiserate Halloween as it should be, a fright night of massive proportions.



Your cerebral horror adventure begins in Germany. The hero, Gabriel Knight, left New Orleans and flew to the quaint village of Rittersberg (just outside of Munich) to stay in his family's castle—Schloss Ritter. He wanted a little quiet time while he finished his latest novel. Unfortunately things didn't work out that way.

Soon after Gabriel arrives, a grisly murder occurs and a young girl is killed by a wolf (or so the authorities say). It's a difficult time for the villagers but even more so since none of them really believe an escaped wolf from the Munich Zoo committed the gruesome act. Many of them believe a werewolf is roaming the nearby forest. Gabriel is drawn into the situation because he's from a long line of Schattenjagers (German for Shadow Hunter). It's up to him to save the village from the sinister evil. But Gabriel fights more than one demon. As he delves deeper into the mystery, he feels the seductive pull of evil and madness trying to entice him to the dark side.

As Gabriel battles his macabre fight against darkness and fear, Gabriel's Research Assistant Grace,

flies to Schloss Ritter to help. Plagued by nightmares about a mad king and trying to find the connection between them and composer Richard Wagner's opera, she might be the one to uncover the missing link that will solve this mystery and save Gabriel from himself.



**"...new hope shines on The Beast Within... Jensen proves the interactive movie may yet hold some life."**

—Wired

Awarded "Game of the Year" by *Computer Gaming World*, *The Beast Within* is already a fan favorite. Jensen has woven a tale so terrifying that once it grips you, it's hard to leave it behind.

A solid story with a deep plot, *The Beast Within* is supported by spectacular graphics, richly textured and hauntingly beautiful. Together with Robert Holmes' score, the scene is set and ready for the daring and the brave.



**"Gabriel Knight 2 is an incredible game — but if you really look at it, most of what makes it special is buried deep in the writing and plotting."**

—Computer Gaming World



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# LIGHT

## Tinkering Around In An Amazing Mechanical World

by David Senan

**L**ighthouse is a strikingly unique game. It offers puzzles that call for reason and logic—but not a 200+ IQ and a post-graduate degree in multi-dimensional physics. You can use common sense to unravel the complex situations and manipulate exquisite and elaborate machinery in a parallel world.

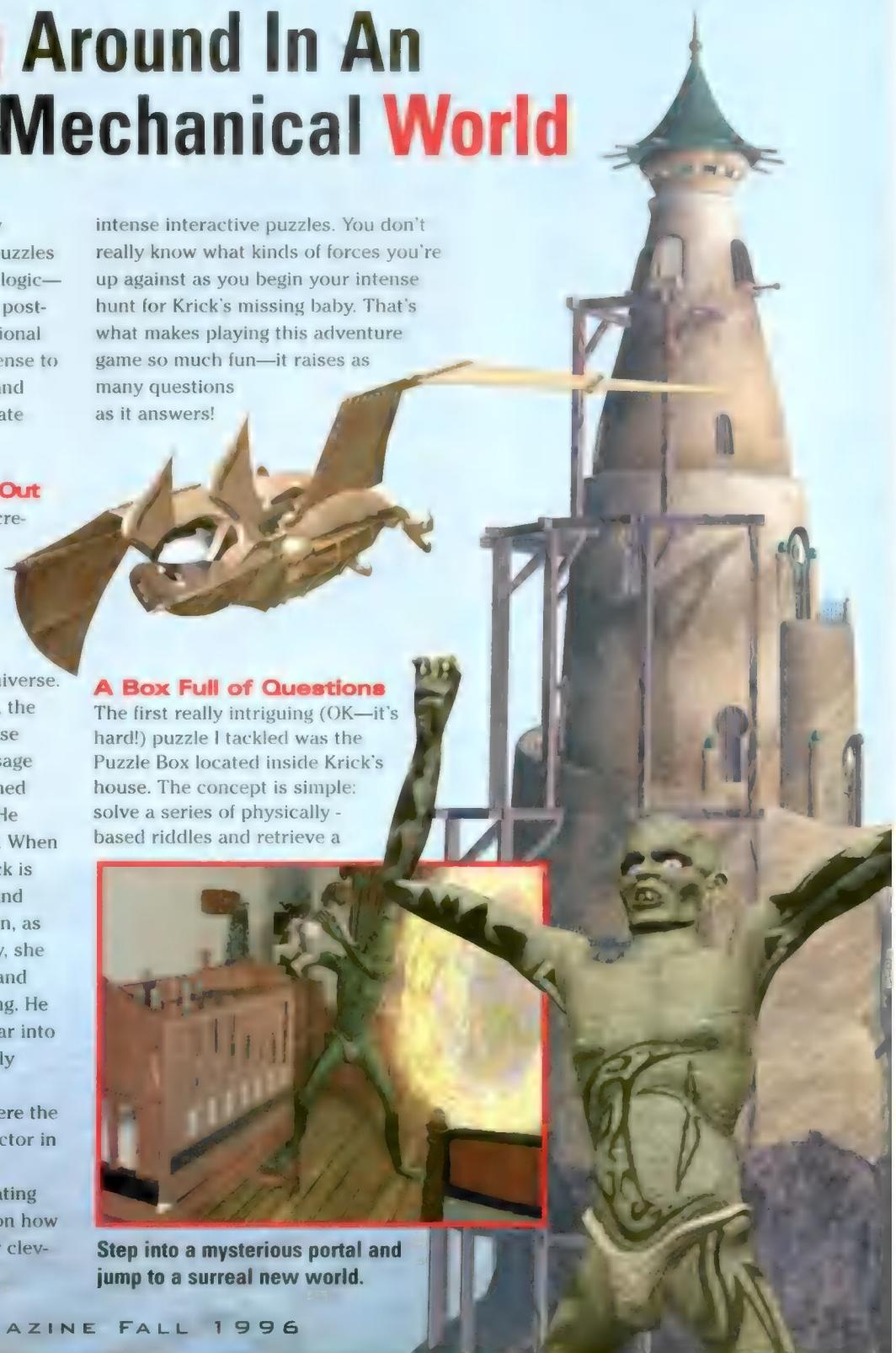
### Hitchcock Eat Your Heart Out

Imagine you're a writer seeking creative inspiration on the cold, rainy coast of Oregon. A strange message on your answering machine launches you into a hair-raising role of transworld detective in a surreal, parallel universe.

Your neighbor, Jeremiah Krick, the eccentric professor and lighthouse keeper, leaves you a frantic message that something awful has happened and he must leave immediately. He asks you to babysit his daughter. When you arrive at the lighthouse, Krick is gone, his house is in shambles, and Amanda's crying in her crib. Then, as you stand by watching helplessly, she is kidnapped by the mysterious and sinister antagonist, the Dark Being. He and the screaming baby disappear into a portal that leads into a strangely inviting parallel universe.

That's all you know. That's where the confusion begins. Like the lead actor in an old Hitchcock movie, you are thrown in the middle of a captivating mystery. Your success depends on how you leverage your curiosity, your cleverness, and your ability to solve

intense interactive puzzles. You don't really know what kinds of forces you're up against as you begin your intense hunt for Krick's missing baby. That's what makes playing this adventure game so much fun—it raises as many questions as it answers!



### A Box Full of Questions

The first really intriguing (OK—it's hard!) puzzle I tackled was the Puzzle Box located inside Krick's house. The concept is simple: solve a series of physically-based riddles and retrieve a

Step into a mysterious portal and jump to a surreal new world.

# HOUSE

glass bottle locked up inside. When I first found the Puzzle Box my state of mind was frantic. Krick's baby, Amanda, was screaming in her crib and I was trying to figure out how to calm her down. As I stumbled through the house looking for Dr. Krick, I felt as though something terrible was about to happen to the baby. Rummaging through his office, I unexpectedly came across the Puzzle Box. The pressure mounted furiously.

Now it wouldn't be very much fun if I told you each step I took to solve the Puzzle Box – but I'd like to share the thought process that led to my success in solving its complex riddle (It's not often I can brag about the way my brain works, so indulge me).

It was the interactive design of the game that helped me find the solution to the puzzle box. You are encouraged to tinker with things. To solve this puzzle I had to roll up my sleeves and get dirty. I rotated the box. I flipped it. I pushed just about every button I could

find. Finally, I figured out the right sequence, and a panel opened. Inside the box was a number of colored tiles arranged in a strange pattern. Well, I had already decided to get dirty, so I started pushing tiles around any way they'd go. Up. Down. Right. Left. But nothing worked. I didn't know what I was looking for under the tiles. I didn't even think about that. (Just one example of why I don't brag much about my brain.)



**Lighthouse offers up a shockingly large selection of mental stimulation.**

Just as I started to get discouraged, I discovered what it really takes to succeed in the *Lighthouse* world of interactive puzzles: You have to be able to look at things from a lot of angles. I took a mental step back from the game and asked myself logically, "What is this puzzle asking me to do? Physically there has to be a series of steps that will crack the box." Once I got my mind into the mode of reason, things started clicking. I followed the most logical path and moved tiles around the way common sense told me they should move. If one scenario didn't work, I tried another...and another...and another—leaving no tile unturned.

It still took me a while to figure out the Puzzle Box. In fact, I still haven't mastered it and every time I play the game it holds me up for a while. Nothing is more exciting than knowing that every time I unlock the Box, every time I push a new button or turn a new key, a new adventure could unfold. It's that sense of never-ending discovery that makes *Lighthouse* so intriguing.



The mechanically inclined puzzles are ingenious.

Puzzles make or break adventure games. Every move you make in *Lighthouse* is puzzle-based. To move from episode to episode, you must gather mission-critical items that crowd the landscape. Some items are guarded by complex puzzles and others are scattered on the floor. Every item is either crucial right now or later in the adventure. One missed item could mean the difference between success and failure...or maybe even your own death!

#### Bridge Over Puzzled Waters

When I first figured out how to get into the parallel universe, I thought I was

pretty cool. No puzzle was going to stand in the way of my manhunt. I woke on the beach and saw the Hawk's Roost in the distance. When I got close enough, I realized getting into the Roost was going to be a challenging puzzle. The drawbridge loomed closed above me, and again I was left with my curiosity and my ingenuity (YIKES!). I looked around me for stuff that might be critical to my mission and finally found a bizarre

green key that looked like it might get me into that Roost.

The key was only the beginning of the solution. It opened up another puzzle I needed to solve to lower the drawbridge and continue my adventure. A strange lever was my only tool to manipulate the puzzle at the other end of the drawbridge.

At first I didn't think I was going anywhere and wondered if I'd missed an item somehow. Then I looked at the whole puzzle and asked myself logically what needed to be done. I started moving the lever right, left, up, and down. I found that I was directly controlling a hook-like device. The hook must be used to lift something else. I maneuvered the hook toward a steel ring. It took some time and a bunch of tries, but I mated the hook and ring and the drawbridge lowered revealing a world of exciting new adventures on the Roost.

#### Logic's For the Birds

After playing *Lighthouse* a few days, I was immersed in this distant world and had no idea how to get back. I also couldn't find a way to make progress. Then it happened. I had been snooping around in the workshop of another other-worldly villain, the Bird Man, and found myself



**The Dark Being.** His skin literally crawls with hideous and ever-changing tattoo patterns.



*Lighthouse* is full of amazing and intriguing mechanical devices.

stuck in his workshop. It seemed that my only hope was an airborne escape. The next machine I would need to figure out would be the Bat, a mechanical device resembling a large bird.

That would be the hard part – finding the things you need and making them work are two very different things. How do I activate the Bat and then fly it out of trouble? I started picking up every tool I could find in the workshop. Using common sense and fitting tools into the right holes, I repaired a radio control device and found it was the key to entering the Bat. Once I entered the hanger, I grabbed gears, flipped switches, and cranked any lever that would move. Nothing seemed to be working.

Slowly and patiently I applied logic and used to tools to my advantage, solving physically based puzzles. I replaced missing gears, turned a large industrial crank, and released a safety lever. Before long I was sitting in the cockpit of the Bat and soaring over the ocean toward my next thrilling adventure—patience and common sense the propeller of my success.



#### Are You Up to the Test?

"My primary goal in designing *Lighthouse* was to make it appeal to a broad audience," explains Jon Bock, the creator. "I wanted it to reach out to the mainstream of computer users, not just the hardcore gamers. To do that I came up with puzzles that call for reason and logic."

You see, *Lighthouse* is extraordinarily deep and meticulously detailed in its story and its interactivity. If it was too easy or

too hard, it wouldn't appeal to anyone. *Lighthouse* achieves the perfect balance. It's a game of curiosity, intellect, and patience. My success so far has been determined by channeling my curiosity and common sense into solutions. I still haven't found Dr. Krick or baby Amanda, but I know I will. They're out there, just beyond my next thrilling adventure.

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**Part-machine. Part-bird. The Birdman makes a vulture look like the bluebird of happiness.**



**by Nancy King**



fter months of careful planning, detailed research and intense development, Sierra is proud to unveil its latest Hoyle® game,

*Hoyle® Casino*. Great attention and detail was given in the building of this first-class, fully rendered 3-D virtual casino. While others have attempted to catch the real atmosphere and excitement of a casino before, nothing even comes close to bringing you the live action and excitement of *Hoyle Casino*.

Don't be intimidated. Put on your lucky blue shirt or carry that winning penny, and wager a hand or two of Poker to get started. But first decide which version you want to play. Texas Hold 'em, Seven-card Stud, and Omaha Hold 'em along with Hi-Lo variations are available for you to try with *Hoyle Casino*. A stroll over to a Blackjack table is a definite must if your lucky number just happens to be 21. Or, at the Craps table see for yourself just

how hot (or cold) the dice might be.

If none of that tickles your fancy, then wander over to the Roulette wheel of fortune. This is just one of the many places that *Hoyle Casino* beats the competition. Place your bets at a fully rendered table. Once you're ready to roll, play either Vegas or Atlantic City rules. This is a high-tech version of the real thing (complete with an entire spinning roulette wheel) and anticipation will build as you hope that ball lands in the right number slot. You definitely have to give it a try.

Also available are those all-time favorites, the one-armed bandits. Not just one machine tucked in a corner either, but an entire section of 30 slot machines in *Hoyle Casino*. You

have a choice of nickel, quarter and dollar slots. The designers loved this part of the game because they had a chance to

really get creative with their art. All theme based, there's a machine to appeal to everyone including an Antique fruit theme, an Egyptian theme, an Alien theme, a Jungle theme and



Fully rendered in 3-D, this first-class casino offers the ultimate gaming experience.

a Medieval theme. There's even progressive quarter slots. The large reader board in this area of the casino lists the jackpots and is just one more enticing reason to give slots a try. It's a guarantee that the action's just as hot here as it is in a real casino.

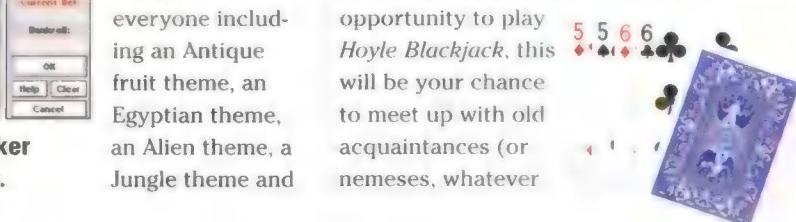
Not sure about the rules of each of these games—don't worry! *Hoyle Casino* offers on-line help to get you up and betting with the best of them in no time!

### They're Back!

Those wonderful animated characters from *Hoyle Blackjack* (with more than their share of attitude) are also included in *Hoyle Casino*. If you've had an opportunity to play *Hoyle Blackjack*, this will be your chance to meet up with old acquaintances (or nemeses, whatever

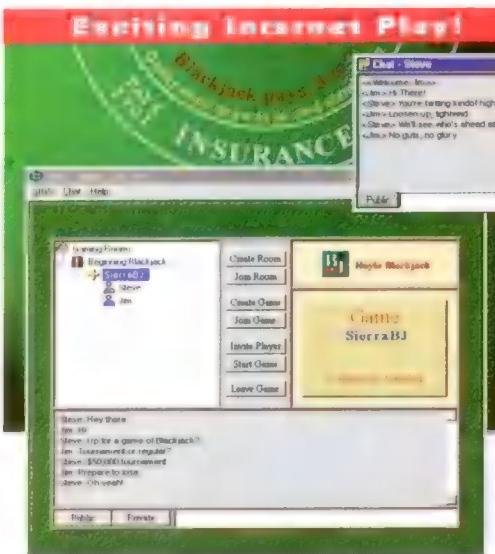


Play Omaha Hold 'em, just one of five versions of Poker available—all featuring a "floating" betting window.



the case may be). If you haven't yet had the pleasure of meeting these unusual characters, then you're in for a treat. Plus, the designers have added two more players—including one submitted by our Hoyle Casino Vegas Contest winner. We know players want gambling situations where they can compete against "real" high-rollers with lots of attitude (and adjustable skill levels) to keep the excitement high and game play moving.

There's one golden rule when you play any of these gamblers: don't take any of them for granted—especially when you have the attitude meter set on high. Even the dealers will start to flip a phrase or two.



Make it even more interesting by setting both attitude and skill level on high. Don't be deceived by the characters' friendly chatter—you have to earn every dollar of your winnings.



### Net Play

The bets are in and *Hoyle Blackjack* Internet play is a smashing winner. Back in June, Beta testers tried their luck in a Sierra *Blackjack* tournament and "everything worked absolutely perfect. I was amazed at how it came together," said beta-tester Carl Anderson.

Just before it was released, *Windows Shareware Games* said it was, "only the best, most intense game available over the Net!" Now with *Hoyle Casino*, you can jump on the Net and



**Spin the wheel and place your bets—it might be your lucky day.**

other words, you're busted), *Hoyle Casino* does offer a financial solution. To receive a loan (be sure to read the fine print) there are three different gentlemen (the term is very loosely

**"only the best, most intense game available over the Net!"**

**—Windows Shareware Games**

play either Poker or Blackjack and meet some really interesting

people. Even if you don't win, you'll be in for some lively conversation during the games.

### It's So Real!

Down on your luck or perhaps flushed with winnings? Either way, you'll want to head to the bank. And that's just a button click away. For your convenience, the nearest ATM is down in the lower left hand corner of your screen, and you don't have to worry about a PIN (personal identification number) here. This cash machine knows exactly who you are. Deposit or withdraw any amount. When you're done, a friendly "thank you" message shows up on screen and wishes you a good day. Entertainment all the way.

### Should Your Luck Sour On You

Some days are luckier than others. Should you find yourself in a situation where your funds are a little low (in

applied here) who might be able to help you. You can go with Earl from Earl's Cash-o-rama, Lucky Leon's Loans and Prosthetics, or there's always the Provoloni Brothers. Isn't it a colorful group of guys? Be cautioned, though. Maybe you should quit for a while instead of playing on borrowed time. Oops—we meant borrowed money.

### Feeling Lucky?

High-roller or novice player, *Hoyle Casino* will keep you on your toes and teach you something new all the time. So save the cost of airfare to Vegas, Reno or Atlantic City, *Hoyle Casino* has it all and more.



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# Partners in Power

*New Windows 95 technology gives next generation chess game a dual engine advantage*

by David Senan

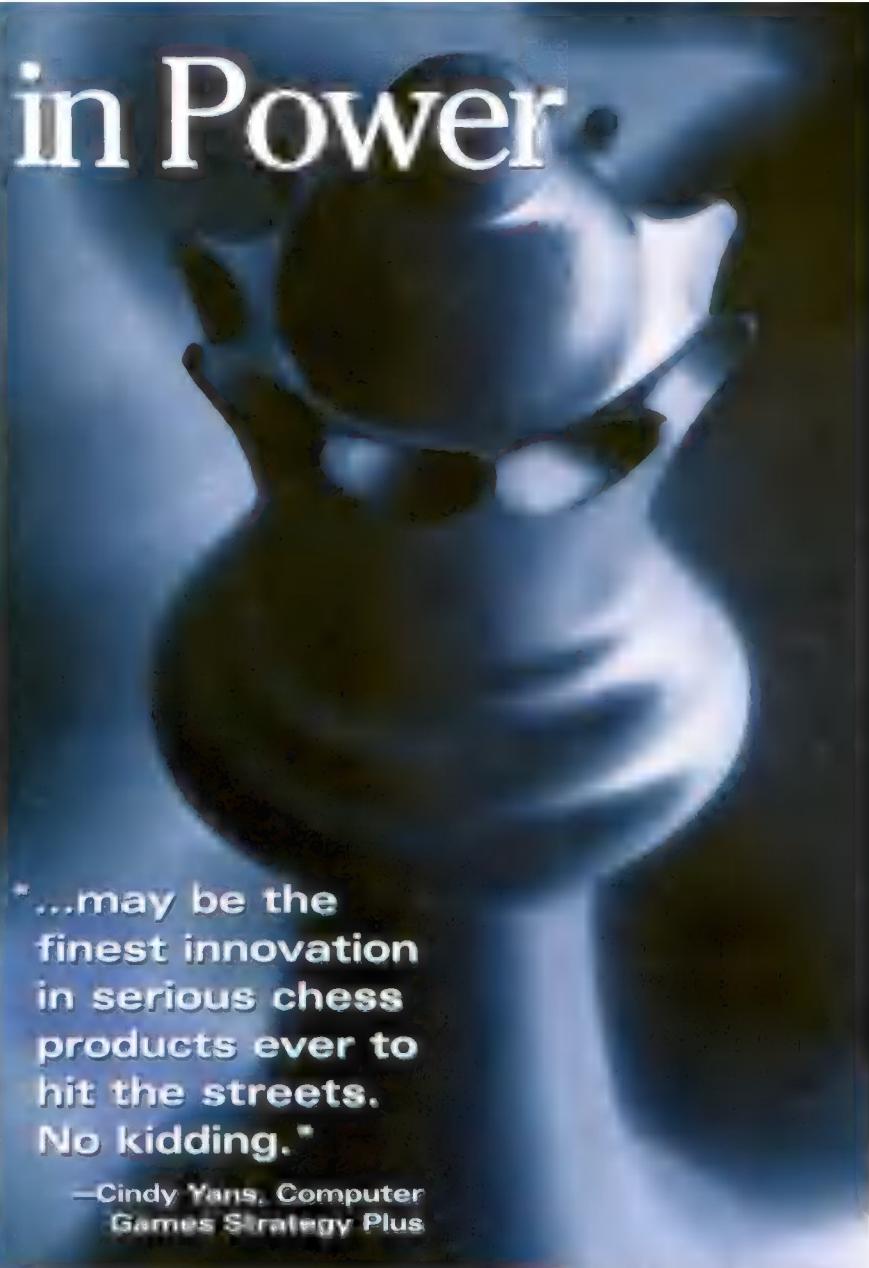
If you think playing chess against a computer is tough, you're right. If you think competing with a computer chess game, learning something from it, and still having fun is impossible, you're wrong — thanks to *Power Chess*.

Elon Gasper believes that chess software has been stuck in a rut for over a decade. Elon is the designer, technology guru, and self-proclaimed "chess nut" leading the team responsible for creating Sierra's hot new release, *Power Chess*. "In the beginning, the challenge was developing a program smart enough to play against humans. Next, developers came up with an AI good enough to beat us at our own game. So what do we do now? It's time for a third generation — a real revolution, the next cool thing. And that's *Power Chess!*" he exclaims.

*Power Chess* launches computer chess in a radical new direction. Elon has created an artificial intelligence that actually plays like a human — not like a machine. One that doesn't just chew you up and spit you out. One that practically sweats when it's being beaten. One that might get a little too cocky for its own good when it's doing the beating. An opponent that's actually fun to play against!

#### The Fatal Flaw of Computer Chess: Computers Don't Sweat!

You see, there's been this dirty little secret about computer chess games for as long as they've existed — they just aren't as much fun to play against as real humans. Even if you manage to whip one, there's never really much satisfaction in doing it. Computers don't squirm when you're threatening them with checkmate. They don't go for the kill when they sense they



Choose from a wide range of customizable opponents, or test your skills against other *Power Chess* owners over the Internet. Tweak "the guts" of the chess engine in The Lab, or analyze games with Auto Play.

have you on the mat. They just slowly and methodically grind the game away until you want to scream in frustration and toss your computer out the window. There's no psychology to the way they play the game. This is the first thing that Elon decided to change.

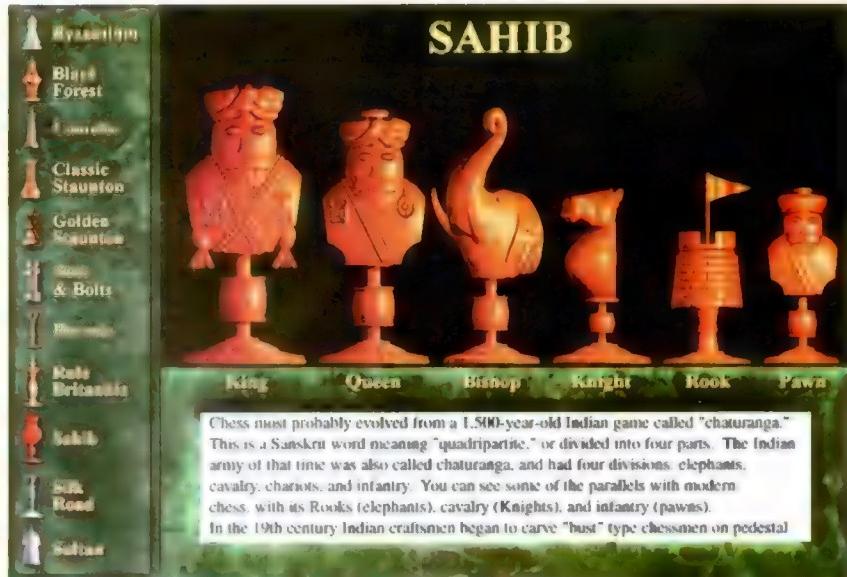
"It's always bothered me that chess programs never seemed to really advance beyond the 'Crush the human!' paradigm," explains Elon. "I saw this as a challenge." Then in early 1995 Elon figured out the answer: "I was brushing my teeth and thinking about all the cool new stuff coming in Win 95, like memory-mapped files, pre-emptive multi-tasking, multi-threading, and various other process and thread synchronization and communication techniques." (Yes, that's really the way he talks!) That's when he invented a way to develop a chess game that is both a superior chess machine and a fun competitor. A game with both precision and pizzazz. "The answer wasn't to use ONE chess engine," explains Elon. "The answer was to use TWO engines — running as separate processes, communicating with a multi-threaded MDI front-end application via anonymous pipes! It's so obvious!" (See? We warned you!)

### The Ideal Opponent: Powerful, Human, and Sometimes ... Beatable

Elon built his first chess engine on a university mainframe 25 years ago. And if there's one thing he learned from that experience, it's that these beasts take way too long to buff up to their best! So the first step in creating the *Power Chess* team was to recruit the best PC chess engine available. That engine is the acclaimed WChess, the program that won the prestigious Harvard Cup man-machine tournament by beating the most human grandmasters ever!

Elon's ideal engine, built on the WChess foundation, is based on an intriguing concept: that chess players get better when matched up with opponents who are better than them, but not so much better that it's impossible to win. This makes perfect sense. The most excruciating way to learn any skill is to be pitted against someone (or something!) that beats your pants off every game. Would you expect to learn how to hit a baseball with Randy Johnson throwing batting practice? This was the first problem that Elon solved. He modified WChess to create a human-like competitor. He calls this perfect sparring partner the Power Chess King.

The Power Chess King gets to



Elon Gasper is the designer and self-proclaimed "chess nut" responsible for *Power Chess*.



### The Power Chess Queen: Mentor, Coach, and Daunting Grandmaster

But Elon knew that the perfect opponent wasn't enough. *Power Chess* also puts you in the game by giving you a secret ally, the Power Chess Queen. The Queen literally watches your game with the King and then, immediately after the finish, she goes over every move with you, chronicling your strokes of genius and, more importantly, your mistakes.

The Power Chess Queen begins TALKING to you as soon as the game ends, in plain English and with a beautiful clear voice, as she goes over your moves. While she speaks, players can choose the level of detail and the tempo of the Queen's discourse. They can even skip back and forth with VCR-style controls. The Queen illuminates the pieces involved, lights their paths on the board and diagrams the moves for you. "People learn better when they can listen, watch and control all at the same time," Elon says. "*Power Chess*



**User Power Chess to play, annotate and analyze games together over the Internet – Simultaneously!**



**Play the King, then get the Queen's expert advice on what happened.**

simulates exactly what it's like to play against another human, and to immediately review your games with an expert player. This is exactly what multimedia is for."

By the way, you can also play the Power Chess Queen herself—but be warned: if you do, you're playing WChess itself, straight out of the bottle! She'll offer hints—but no mercy!

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*Power Chess* also offers you the Sierra Interactive Gaming Service, a place on the Internet for you to test your improved chess skills against new friends, day and night. Compete for ratings, harass 'em with messages, or tutor a beginner.

*Power Chess* simulates the perfect sparring partner for you



**Spectacular boards and sets 3D rendered for monitor resolutions up to 1280 x 1024.**

in the Power Chess King. It supplies you with a personal coach in the Power Chess Queen. It's powered by the legendary WChess engine. And it lets you flex your new chess muscles against other human players through the Internet. As Elon puts it with an almost maniacal smile, "In the end we love to play other human beings. There is something about beating another



**Sit in on seven of the most famous games in history, with play-by-play commentary from the Queen.**

human, crushing their ego and seeing them squirm. *Power Chess* both simulates and delivers that experience like no other chess game ever has."

So when it comes to having fun and improving your chess game, do yourself a favor and let *Power Chess* put you in the game!



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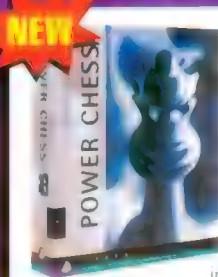
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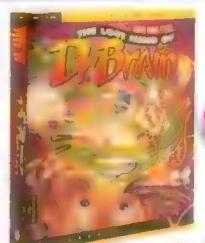
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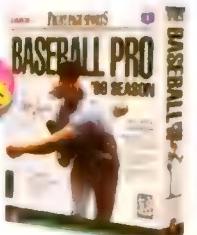
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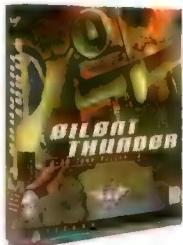
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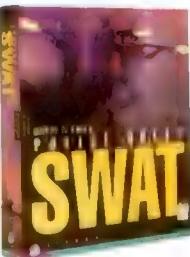


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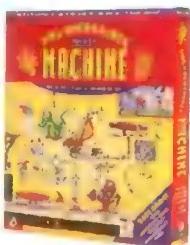
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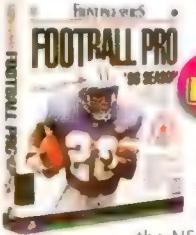


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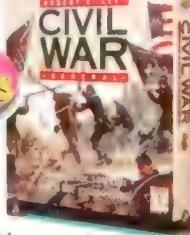


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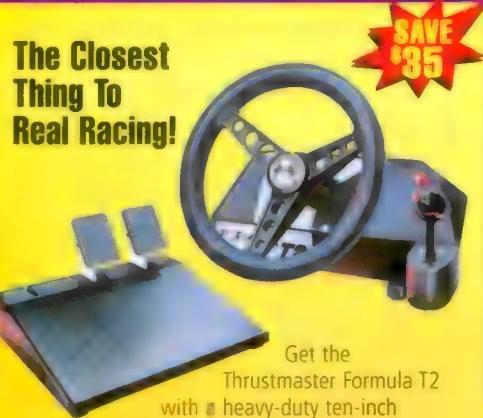


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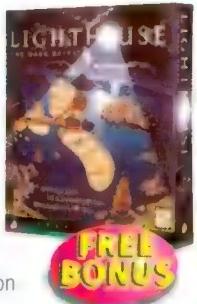
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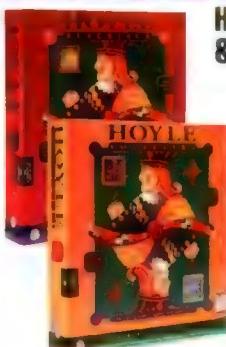
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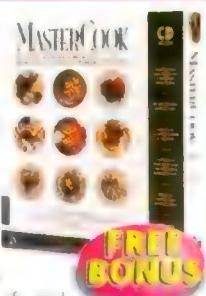
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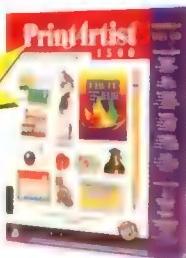


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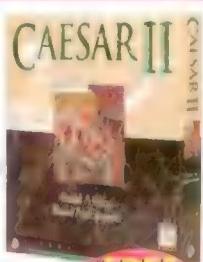
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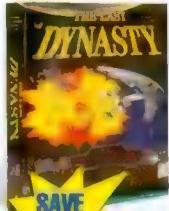


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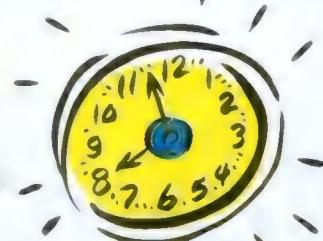


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# Meet the Edge behind the



K.A.A.



In an industry full of copy-cat games, the best ones are created by the people who carve into the future.



"It hurts being on the bleeding edge. But we like that kind of pain." —Chris Cole, k.a.a.

Jeff Tunnell



Chris Cole



Randy Thompson

**R**ecently, a rebellion of sorts broke out at Sierra's Dynamix offices in Eugene, OR. A militant group of developers decided it was time to shake Sierra out of a mid-life crisis. They called themselves k.a.a. "Our first reaction was to shut them down," said Sierra CEO Ken Williams. "But I changed my mind...I've been called a rebel myself...I recognize the power rebellion creates, so I said 'OK, k.a.a. Give it your best shot.' They've been getting away with murder ever since, but as long as they deliver the goods, I'll put up with it...When they stop, I'll enjoy firing their asses."

If Ken said that to try to scare the k.a.a.'ers, it didn't work. Clearly, these guys have their own agenda and if that means they have something to prove—well—get out of their

way and they're going to prove it. "We are what the rest of Sierra isn't," states k.a.a. Lead Programmer Rhett Andersen. "You could say that k.a.a. stands for 'knot another adventure game.' Sierra makes enough of those...we wanted to do something different...We wanted to kick a little a@#."

Although the k.a.a.'ers admit they made their decision to declare their independence one night over many beers, there's been no second thought. "We wanted to break away...do something different...and the suits are giving us

the space we need to do it here," says Anderson. See for yourself on the following pages the first two k.a.a. titles, *Hunter/Hunted* and *CyberGladiators*.

"A lot of games today are designed by committee. Committees can't design."

—Jeff Tunnell



# OK Punk, choose your own

**T**here's nothing wrong with violence as long as it doesn't get in the way of good game play. Look at games where you can have a limb severed, lose a few buckets of blood, and still keep fighting. Life ain't like that. We think that violence is very cool, if it makes the game better.

"Titles like Quake and Doom suffer in this respect," says Hunter/Hunted Art Director Brian "The Brain" Hahn. "The violence is way too fake. Hunter/Hunted is more real than that." Designer Chris Cole agrees. "We took a no-holds-barred death match approach to game play. Hunter/Hunted is a brutal game. Its theme is kill or be killed. If you want cute, watch the Disney Channel." To make it as real as possible, the team motion-captured the moves for Jake, the Hunter Beast, and the rest of the enemies. You may not understand just how real the game play is until you see the Beast using its spiked club to play baseball with Jake. All you can say when you see it is "Ouch, that's gotta hurt!"

When EA set its sights on Hunter/Hunted, they knew the game would generate a lot of controversy on many different fronts. "We decided to take an action game platform that no one had been able to do successfully on PCs—side scrollers—and make it dominate," says designer Cole. "We didn't want to compete against the hundred or so first-person shooters that have flooded the market; their graphics are heavily pixelated and just plain outdated. We wanted to create something that hadn't been done before."

Hunter/Hunted takes place in a not-too-distant future where mankind has been enslaved by an alien race whose favorite spectator sport is fast-action human/mutant beast death matches. You're on today's play list in one- or two-player mode as either the human Jake, a hard-bitten warrior who is accomplished with everything from fists,

knives, and pistols to rocket launchers—or as the Hunter Beast, a horned behemoth who combines sheer brute strength with hand weapons designed to crush and maim.

Each combatant has strengths you can use—or exploit. Jake beats the Beast with weapons like shotguns and rocket launchers, and he can shoot when he needs to. Beast is stronger, can take a lot of abuse before it goes down, and can crush Jake with a few blows.

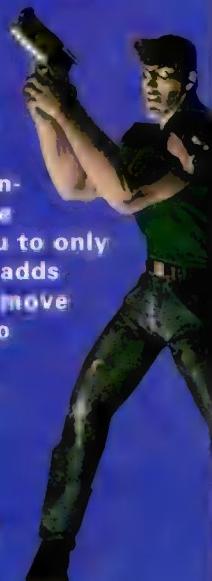
—Chris Cole, Designer  
of his spiked club, if he gets close enough. The bottom line—if you are Jake, you want to keep your distance and blast away. If you're the Hunter Beast, get close and pound away. Who said foreign relations aren't fun?

## Getting in 3-D

Graphically and in game play, Hunter/Hunted adds a new dimension in side-scrollers with its highest 3-D look and feel, then drive the dimensionality home with the addition of Z-plane scrolling. While other games allow you to only scroll left, right, up, or down, Z-plane adds depth to the game play. Now you can move into and out of the game in addition to standard scrolling. A level in Hunter/Hunted might be five screens tall by seven screens wide, and 10 or 12 layers deep.

## Running for your life

As a one-player game, Hunter/Hunted maxes out your adrenaline meter as you run the tunnels and mazes, either hunting down or being hunted by the other. But the game really makes you twitch when you get





Both Jake and the Beast have their advantages. Jake has the firepower, the Beast, brute strength and primitive weapons.



In two player mode, there are plenty of opportunities for Jake and the Beast to prove who's best.

into a horizontal split-screen, head-to-head match against another human player. Since the game supports a combination of keyboard, joystick, or gamepad in addition to the shared screen format, you can sit shoulder to shoulder with your buddy/opponent, tracking your progress on your half of the screen. These types of matches usually feature incredibly fast action because when you find the enemy, both parties pour it on—to the death. Since you set parameters such as the time limit and number of lives, you can keep coming back until you get it right.

#### Alien Enemies

One of the nice things about the aliens that plagued you in this death match is that they're non-denominational. They've placed a number of cyborg enemies in the mazes that will attack and kill both Jake and the Hunter Beast with equal gusto. These creatures lurk in the shadows (hence their name, Lurkers) and attack when you come into their range.

Chameleon  
is a creature of camouflage and shreds flesh with her phiso-nous claws. Death is a



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flame-cloaked, hyper-alloy skeleton whose weapon is a blast of searching flame. Guards, sentries, and motion-sensing weapons keep you on your toes as you search for your enemy. They also ensure that if you don't pay attention, you die.

The Lurkers add a new dimension to head-to-head play by giving you the opportunity to play cooperatively. You and a partner can take Jake and the Hunter Beast on a mazebrawl to wipe out Lurkers.

—PC Magazine

If you've stayed away from PC mazebrawls, because all they seem to offer is watered-down, "one too" genre play, get your hands on Hunter/Hunted and leap into a whole new kind of gameplay. Play it and you'll know what it is: mighty mousey.



A match against Death is a battle of lead versus fire. Survive and the Hunter Beast gets a crack at you.





# Here, you don't have to look for a fight. Fights come looking for you.



**C**yberGladiators gives a rude wake-up call to the other fighting games out there—especially those that ruled on the cartridge game systems. PCs used to be second rate hardware for the fighting game, but a powerful operating system and a Pentium chip gives k.o.a., a nasty new one-two punch combination.

In CyberGladiators Designer Randy Thompson's office you'll find a pile of the most popular fighting games for every major set top game unit. He's tipped 'em all apart to see what makes them tick, from fighter moves down to the smallest level of code. "I like fighting games and think that most of what you can get on a PC today stinks. If I didn't believe that k.o.a. could do it better—a lot better—we wouldn't be making this game," he says.

**So What's The Story?**  
According to Thompson, CyberGladiators are "warriors borne from a nuclear stew of chemicals, military hardware, and the collective karma of the Quaafax Alliance's Special Tactics team, brought to life by

a freak cosmic storm." Part machine and part living tissue, they are sworn to serve and protect.

Naturally, the same cosmic storm also swept over the Dungeon star prison asteroid, dragging a galaxy's worth of computer parts and radioactive trash with it. A band of truly evil criminals were mutated into a band of truly evil CyberGladiators. When these groups collide, it's hate at first sight.

It sounds like just another lame action game story-line, so Thompson cuts to the chase. "Robots made of nuclear sludge keep their shape when you bang on 'em," he explains. "If humans got the same treatment we give these droids, they'd get mushy in a hurry."

#### **Designing Cyber Gladiators**

To make sure that CyberGladiators really packed a punch, the k.o.a. team brought in some big guns to help them build better brawls. "We wanted a mix of fighting styles that would give the warriors human-like grace. we ended up using four different consultants—a national gymnast champion, a professional street fighter/wrestler, a

**"CyberGladiators is a pure fighting game...throw combo attacks and you'll do well. Don't, and you get your butt kicked."**



martial arts expert, and a dancer—and made extensive motion captures of each in action. In particular we wanted to capture both men and women in action, so that the male and female gladiators moved correctly."

The resulting kicks, punches, and other moves were coded into the game's AI in such a way that the gladiators learn by fighting. "One of the ways we trained the computer players for combat was to set them up against each other and let them battle all night," said programmer Nels

Bruckner. "They'd be novices when we left, and be hard-core fighting pros when we returned in the morning. It was kind of spooky how real they became." If you fight the computer, you might win the first few fights because you can punch the buttons quickly. But once the AI starts to learn your stuff, the action gets challenging. It's skill, not speed, that makes you a winner.

#### Behind the Fly

Much of the game's speed comes from the use of Kinematics—a technique that allows the game program to move an entire figure based on how one body part is moved. Press a punch button, for example, and the fighter automatically steps in with the punch. This makes it easier to change your moves on the fly, so you can actually fake a punch to cover up a kick or a wrestling move. And while you can't hit your opponents with a Dizzy (they aren't human), you can knock them to the ground and follow up with a Hammer move—an especially vicious attack against a downed opponent.

Each cybergladiator has five special moves that deliver their



CyberGladiators brings plenty super-fast twitch moves and stunning real-time 3-D graphics to the PC platform to keep you on the edge of your seat.

strongest attack. Control is via the keyboard or a gamepad, or both in a two-player game. Playing a friend on your PC delivers the same level of head-to-head excitement as a good arcade game.

If you're ready for PC games with attitude, the new name of the game is k.a.a. Look for it on the box.



Better be ready with lots of moves if you're challenging the computer, because the AI will learn all of your tricks.



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# Bloodlines of Power

by David Senan



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It's kill or be killed in  
this newest action-  
packed release.

**R**emember as a kid wondering what it would be like to enter far away worlds and seek magical adventures? Well, luckily for us, some kids (like the ones at TSR™ and Sierra) never grow up. They have turned their childhood passions into a new epic computer game. *BIRTHRIGHT* is the computer version of the newest fantasy world created for TSR's wildly popular *ADVANCED DUNGEONS & DRAGONS* game series. *BIRTHRIGHT* is a combination of a traditional role-playing game and a strategy/war game. Players have the opportunity to do more than just rummage through dungeons looking for treasures. Instead, they take on the role of characters that derive their power from the bloodlines of gods. There is a delicate balance between ruling, battling, and seeking adventures.

In *BIRTHRIGHT*, players are put in charge of not only their own well-being, but the well-being of an entire kingdom. The ultimate goal of the game is to establish your realm as the most powerful on the continent of Cerilia through chivalrous conquests, clever alliances, and careful management of your resources. If you defend your realm and manage it properly (while dealing with the forces of your opponents) you will be deemed worthy of being named Emperor.



### A unique, multi-dimensional adventure of battle-strategy and in-depth role-playing.

"We're all just thrilled with the way that *BIRTHRIGHT* has translated onto the PC. It's great to work with Sierra because they are as passionate about this as we are," says David Wise, TSR Creative Director.

"As PCs have gotten more powerful, that feeling of being inside a distant

**"...users feel like they're existing in and interacting with the *BIRTHRIGHT* world."**

world is much more realistic," notes Robert Clardy, the lead designer and driving force behind the PC version of *BIRTHRIGHT*. "The technology gives us the power to make users feel like they're existing in and interacting with the *BIRTHRIGHT* world."

Most of the *BIRTHRIGHT* developers at Sierra have been playing *AD&D* games since they were kids and their offices are strewn with stacks of *AD&D* books. "Not too long ago, some of us put on some armor, grabbed our

weapons, and headed out to the vacant lot next door for a mock battle," says *BIRTHRIGHT* R&D Head Alan Clark. "Working on it's been a dream come true for us."

### Battles & Bloodlines

In *BIRTHRIGHT*, you begin the game by taking on the role of heir to one of 17 kingdoms, each unique in its resources and opportunities for adventure. You may find yourself controlling many treasures and resourceful subjects that lend themselves to powerful alliances and an indivisible army. Or you may find things to be a little harder at the onset. Whatever the case,

you will likely discover that things are not as they seem. If your loyal subjects grow tired of your rule, they may be drawn away by the awnsheghlin (the inheritors of an ancient evil bloodline).

Beware the manipulative Rhoube. Manslayer, or your most feared enemy—the Gorgon. Sierra's *BIRTHRIGHT* is true to the math models that are used in TSR's dice role-playing game. The PC acts as Dungeon Master, processing the paperwork traditionally associated with *AD&D* games. TSR's Ed Stark, one of the *BIRTHRIGHT* designer,

sees this as a key feature. "*BIRTHRIGHT* has translated perfectly into a computer game. For those not already familiar with the dice game of *BIRTHRIGHT*, the computer version makes the concepts very easy to understand." *BIRTHRIGHT* is also a nice substitute for players of the dice game because the smooth, dynamic interface and 3-D graphics hide the dice rolls and paperwork that dictate

all of the action," he said.

What distinguishes *BIRTHRIGHT* is the wide variety available. When you go to war, you may participate in the 3-D battle sequences in real-time or have the battles played out for you. Stay in charge of all of your domestic policies while out adventuring and conquering foreign lands, or have one of your computerized henchmen take charge for you. You can become one of 34 different regents, each with hundreds of unique characteristics. *BIRTHRIGHT* also offers many options on the speed and style of play, so you have your choice of a slow-paced, thoughtful RPG-structured game or a fast action real-time game. The end result is unlimited replayability, and a unique adventure every time you sit down at your PC.



Go head-to-head in real-time combat against deadly menaces.

*BIRTHRIGHT* can also be played via LAN, Internet, and modem. Play against up to eight players and numerous computer-generated opponents simultaneously. You'll be able to play against those same people you grew up playing *AD&D* with...no matter where they are in the world!

When reflecting on the evolution of *BIRTHRIGHT*—from a mere idea to an immersive 3-D computer-rendered universe—TSR Creator Rich Baker sums it up best. "I feel as though my little baby has grown up, gone to college, and won the Nobel Prize!" So do we.



Take on the role of heir to one of 17 kingdoms.





FANTASY ROLE-PLAYING REDEFINED WITH

# ANTARA

Sierra Adds Magic To Multi-Award Winning FRP Engine

By Julie Sawyer

In 1993 Sierra released Raymond Feist's *Betrayal at Krondor*, a title many believe is the best FRP ever created. *Betrayal at Krondor* offered a magical mix of outstanding game play, smooth, intuitive interface, and a powerful, entertaining story that captivated players. With a look and feel that made it unique to the genre, it quickly established itself as "the product to beat." Years later, no one's accomplished that feat. Recently, *Computer Gaming World* inducted *Betrayal at Krondor* as one of the handful of games in its "Hall of Fame."

Now, almost four years later, Sierra is putting the finishing touches on a follow-up *Betrayal* game, and this time the scene is switched from the well-worn worlds of Krondor to the vast empire of Antara. Though we think *Krondor* is a great game—it's still available at retail after all these years, and if you haven't played it, you should—it's a fact that the new *Betrayal* game is bigger, more complex, and more incredible than the original.



Though you have a choice of actions, gentlemen don't hit ladies.

*Betrayal in Antara* isn't just a new game. It's an evolution of Fantasy Role Playing. By keeping what works, the new *Betrayal* game builds on one of the most successful games of the genre. "When we conceived the design for *Betrayal in Antara*, we didn't want to re-invent the wheel and stray away from the features that made *Betrayal at Krondor* such

a smash hit," says Designer Peter Garrett. "We had a proven game engine and a



Interrogation will determine if these are your friends or your enemies.



third-person, turn-based interface that gave players full command with a few simple mouse clicks. We had a killer story that begged to be expanded. Our goal was to use the advances in computer technology such as Windows 95 and the ability to hold multiple windows open, that had occurred over the last three years to make a game that was more advanced, looked better, and played better, yet still had the same *Krondor* appeal."

Both *Betrayals* share the



A revolutionary interface makes magic use easier.

same friendly interface, though *Betrayal In Antara* features a new Spell Creation system, giving your character improved ability to learn a new spell if it has been cast on you by an enemy. The same distinctive look and feel that brought in the original *Krondor* crowd has been retained, but the graphics have been vastly improved to attract a new generation of computer gamers. The most important improvement, though, comes in the form of a new storyline that adds depth and excitement to the gaming experience. The plot twists of *Betrayal in Antara* simply do a better job of involving the player in the story than the original (perhaps because while the *Krondor* story was adapted from a book, the empire of Antara was developed specifically for the multimedia experience).

From the first seconds of the graphic novel opening, you

can't help but be drawn into the classic, high-fantasy style of the backgrounds and character rendering. They appear more like oil or acrylic paintings than computer graphics—the intent of the artists.

#### *Adventure in Antara*

*Betrayal In Antara* takes place in the Antaran Empire, a vast, once-proud realm whose Imperial institutions have over time fallen prey to corruption and decay. Bribery, intrigue, assassination, and deceit are rampant.

When you enter Antara, you

become embroiled in a devious

plot of manipulation, political agendas, secret societies, and magical discoveries. The adventure begins with William Escobar, a bard named Gregor, and Aren Cordelain, three young men whose fates are drawn together by an attack of a strange flying creature. When the beast is about to kill Aren, he lets out a hoarse yell of terror and, without conscious effort, unleashes a blinding burst of energy that rips through the beast, stripping away its flesh, blood, and bone. In the course of the attack, Gregor is mortally wounded.

If you liked *Betrayal at Krondor*, one of the most successful role-playing games in history, you'll think *Betrayal in Antara* kicks butt.

Before he dies, he gives an unusual talisman to William and says something about "the consort."

Aren's spontaneous release of energy is the first sign that he has magical ability. William, knowing Gregor's original destination, decides to go there and find out more about the talisman, something he feels he owes to the fallen man. Aren accompanies him because whoever sent the beast may have noticed Aren's burst of power and send more after him. His best bet is to find out more about whatever he's facing. He also hopes to learn how to control his newfound power.

Their adventure takes them into the heart of Antara. Along the way they are joined by

## Praise for *Krondor*

"Game of the Year"

-Computer Magazine, 1993

"Game of the Year and Best Computer Role Play Game"

-Strategy Plus Jan/Feb 94

"Role Playing Game of the Year"

-PC Games Plus Jan 94

"*Betrayal at Krondor* is the best role playing game to come out in the last three years. It's perhaps the best game of any kind this year. Get it."

-Games Bytes Magazine

"Best Fantasy Role-Playing and Adventure Game of 1993"

-Compute Choice Award Dec 1993

"*Betrayal at Krondor* is easily the most significant new entry on the role-playing scene in half a decade."

-Computer Shopper



**Kaelyn Usher**

Kaelyn, the only daughter of a trapper, is very wise in the ways of woodlore, hunting, and survival. Aren and William rescue her from brigands.

**Aren Cordelein**

This young fisherman is an orphan raised by an innkeeper and his wife. His first involuntary experience as a magic user compels him to leave the security of his home and seek out someone who can train him in the use of magic.

**Four Seekers of Destiny**

During the course of *Betrayal in Antara* you directly control the destinies of four players, each who ultimately plays a role in restoring the balance of power in Antara.



Visit the library to learn more about the realm of Antara. Its many secret societies and political bodies, and the history of the Grrrlf.

Kaelyn Usher and Raal, a member of the non-human Grrrlf, a race descended from wolves. These four players pursue individual destinies that lead them through a complex, dangerous adventure through 3-D cities and castles, into dungeons, caves and temples—into the intrigues of secret societies and the political agendas of the Triune, Imperial Consuls, and Guilds. Their journey is filled with dramatic discoveries.

Like a good fantasy novel the game unfolds in chapters—each with sub-goals and definitive endings as marks of your progress. You control a party of four players, sometimes three at a time and sometimes alternating between groups of

two, depending on the chapter you have reached.

**From Windows on Magic**

One feature of *Antara* that's totally new is the magic interface. In addition to learning and using magic spells the conventional way, through time, experience and study, you can now learn spells when they are used against you (if you can perceive the manipulation of the magic being used

**William Escoper**

The youngest son of a province governor, William is a minor noble who leads a care-free life. Known to be quick-witted and full of good humor, Aren could not ask for a better companion.

**Raal**

Raal is a member of the Grrrlf, a humanoid race descended from wolves. The Grrrlf live in the Ulrich Mountains of the realm, and try to avoid human contact.

against you, and learn from it) provided, of course, you survive the experience.

"As with the normal skills, a spellcasting character can study up to five different magic skills at a time. The player can use a pie chart-like interface to control which skills they study and how much time they wish to devote to the pursuit," says Peter Garrett, *Antara* Designer.

"Part of the use of magic is the 'magic' in discovering what you can do with it," he continues. One of the beauties of the spell creation interface is that the player can create a new spell by selecting magical skills, one at a time. As



Now is a good time to examine your weapons—and do a little upgrading.



**Combat is hex-based, giving you an indication of the attack range of your weapons and spells.**

each one is chosen, other skills become disabled if they can't be combined with the already-chosen skills. Skills are also disabled if the spellcaster doesn't have sufficient knowledge to create a spell with them. This interface lets players discover new spells without riddling the process with frustrating dead ends."

#### Preparing for Battle

One of the most complex tasks in an FRP is equipping your characters for combat and non-combat situations. *Betrayal in Antara* removes the drudgery from this task and makes it visually exciting by the use of windows that give you a "what-you-see-is-what-you-get" interface. By clicking on an item, you can easily put it on or remove it from that character, transfer it to another character, or throw it away.

An added plus is that you see every item your characters wear and use, from rings and amulets to weapons and armor, making the adventure that much more realistic and exciting. While it's nice to read a table listing your character

wearing a magical ring, it's a lot more fun to see that character wielding a combat ax, ready to get down to business!

Once your party is out and about, there are plenty of enemies that stand in your way, both intentionally and out of sheer malice. The combat takes place in a turn-based mode where you control the actions—be it fight or flight—of each of your characters. Or, you can set any of your players to Automatic Mode where their combat moves are directed for you, making it easy for all levels of players to get in on the fighting.

#### Flashback

When you embark on an FRP quest, you generate so much information that it's almost impossible to keep track of it all. One of the ways this title helps you manage discoveries is with a powerful automap that keeps track of your progress through the realm of Antara automatically.

## Contests in Antara

As the excitement surrounding *Betrayal in Antara*'s fall release continues to build, be sure to check out the Antara home page on the Sierra Web at <http://www.sierra.com/games/antara> for some cool stuff. You can register for the spectacular Antara contest, with details available at the Antara Home Page. The 20 first prizes are original art from *Betrayal in Antara* signed by the development team. Fifty follow-up winners will win Antara Development Team T-shirts, also signed. Currently you can download a playable preview of *Betrayal in Antara*. You can also download a *Betrayal in Antara* Windows 95 Theme Pack that customizes your desktop, icons, cursor, and sound scheme. Welcome to Antara!

recording important landmarks.

And because so much of your information is garnered from conversations and interaction with NPCs (non-player characters), a Flashback feature allows you to "revisit" a conversation after it has occurred so you can listen to it again. Anyone who has recorded page after page of notes in trying to solve a game will truly appreciate this feature.

If you are an experienced FRP gamer, you'll be drawn into the rich, captivating world of the realm of Antara and all its mysteries. If you are a newcomer to the intensely personal type of game play that is offered by the Fantasy Role Play genre, you could not ask for a better introduction to role playing than *Betrayal in Antara*. A great story combined with great game play. That's exactly what Sierra delivers.



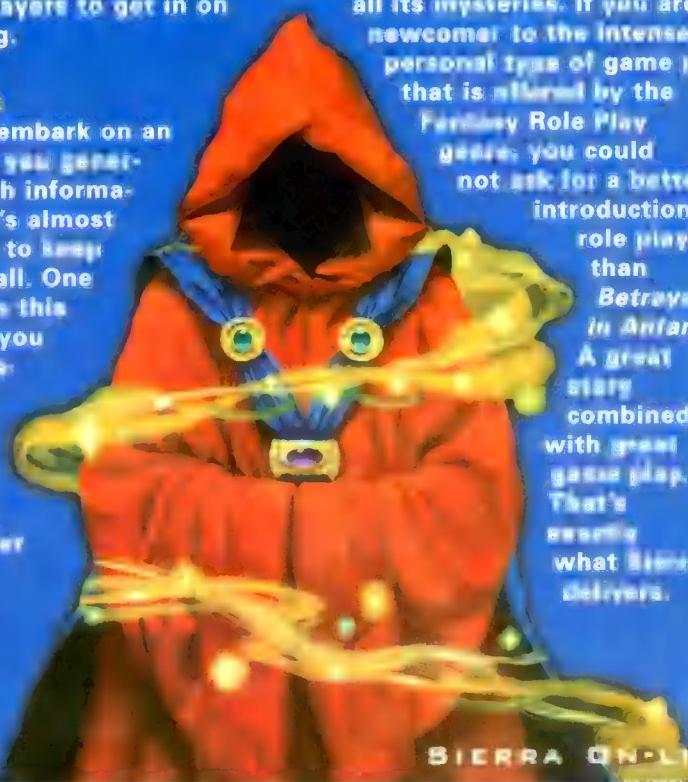
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# Lose the Battle and Win the War: Campaign Strategies for

by Marty Turner, Douglas Gonya  
and Todd Caputo

ROBERT E. LEE:

# CIVIL WAR

★ GENERAL ★

**T**he Civil War was an epic struggle fought over conflicting ideals of freedom, equality, and states' rights. This terrible conflict was, in many ways, a young nation's "coming of age." It shaped many of the issues that still dominate the nation's consciousness.

Those who fought had little idea how great an impact they would have on America's future. From the first shots fired at Fort Sumter to the Confederacy's proud and gracious acceptance of defeat at Appomattox Court House, the outcome of this war rested squarely on the inexperienced soldiers and commanders on the battlefield.

While no one single person or battle determined the war's outcome, much of its drama centered around the Confederate Army of Northern Virginia, commanded by one of history's greatest battlefield commanders: General Robert E. Lee.

In *Robert E. Lee: Civil War General*, you take Lee's pivotal role in the Eastern Theater, guiding your army through a series of battles that culminate, if you command well enough, in a hypothetical invasion of Washington D.C. (In any single battle, you also have the option to take command of the Union Army of the Potomac, but the full campaign game focuses on Lee and the South).

## Campaign Strategies

The full campaign recreates many of the war's principal battles. As the Confederate commander, you must strike a delicate balance between the need to win battles and the need to conserve the strength of your army. Battlefield victories will improve the abilities of your leaders and men through experience, and captured resources will enable you to strengthen

decline in your army's quality more than offsets any gains you have earned.

In *Robert E. Lee: Civil War General*, victories can be a two-edged sword, while defeat need not be disastrous. Just as Antietam (though a tactical victory) ultimately proved to be a strategic defeat for the South, you must make sure that you do not lose too much in the effort to win a single battle. A skilled commander will never lose sight of the big picture. It is far better to conserve your strength for the future than to risk all for the sake of marginal gain – in essence, losing a battle to win the war.

Above all, to win this war you must never make the mistake Lee made at Gettysburg: risking all for a small chance of gaining a decisive victory against a superior foe. This



Choose your leaders and units to upgrade between battles.

your ill-equipped army. But be careful—the price of victory can be high.

Historically, the South's scarcity of resources was compounded by its shortage of men. As the war progressed, the quality of Southern recruits declined markedly. The game's designers have gone to great lengths to recreate this. If you squander the strength of your army to achieve a greater victory, you may find that the

gamble cost Lee nearly a third of his army, and many of his most experienced officers.

If you allow your army to be similarly decimated at any one battle, you will find it extremely difficult to win any subsequent battles. But a decisive victory later in the war can compensate for this. Whether you win or lose any particular battle, you must preserve the strength of your army for the future.

## Between The Battles

Strong strategic and tactical battlefield skills are not enough to win a war. You also need strong organizational skills.

Should you replace a wounded leader so he can command his unit in the next battle? Will he recover in time if you do not? What are the best weapons for your style of command, and which units should get them? These questions and more await your guiding hand after each battle in *Robert E. Lee: Civil War General*.

As you review each leader, you must decide whether to keep him or replace him with another leader. Over 1700 possible leaders are included on an historically accurate list of leaders actually present at the time. The simulation also recreates several reorganizations of the Army of the Potomac through the course of the war.

The soldiers of each unit will also be affected by every battle. Each unit's quality and experience may change between battles depending on the amount of action it has seen, and the number of casualties sustained.

Once you have reviewed your army,

you must make crucial decisions while purchasing weapons. Each weapon type has its own cost, which you must weigh against its unique firing and hand-to-hand combat capabilities. Will you strengthen a few key units, or upgrade your army uniformly? Will you arm your cavalry with shotguns and rely on mounted charges, or give them carbines, better suited for dismounted combat? Tough decisions like these can make or break your army.

As the war progresses, more advanced weapons become available for purchase and this multiplies your options. A big victory wins you great stores of captured supplies. Convert these into wealth that you can use to upgrade your weapons.

Every battle demands a different strategy, but certain tactics (if employed with skill) can improve your chances of winning. Aggressively seek defensible terrain near the enemy and then entrench, rest, and await their assault. Use your artillery to weaken



Using your captured supply, upgrade your weapons in the armory.

fresh enemy troops as they approach, and use your cavalry and pickets to flank the enemy line and pursue shattered units. Opportunities for local counterattacks arise, but it is often best to return to a defensive line after exploiting them. Choosing the best time for a general counterattack is the most important decision you will face in each battle.

The best way to preserve your army is to avoid attacking too aggressively in areas where the enemy still has fresh infantry brigades. The first important unit rating you will discover is *firepower*, but don't forget to compare the relative numbers of effective men in opposing units before ordering an attack on infantry brigades. Fighting an entire campaign of *Robert E. Lee: Civil War General* is an intense, complex (not to mention exciting), and deeply rewarding experience. The historical accuracy of the game is unparalleled. The interface is so smooth and easy to use that anyone can pick it up quickly regardless of their prior gaming or computer experience. Finally, the pace of the game is fast enough that no player will ever get bored.

In addition to the rich and action-filled single-player campaign game, *Robert E. Lee: Civil War General* also supports highly entertaining modem and hotseat games, and comes with a complete multimedia Civil War history supplement.

**A Guide to the Intelligent Interface**

**File Options Game Controls Display Officer's Reports Reports Help**

**Line of Sight**

- Beginner
- Intermediate
- Advanced
- Full Visibility
- Line of Sight
  - No LOS
  - Beginners LOS
  - Intermediate LOS
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- Video Clips
- Sound Effects
- Music
  - Historical Music
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- Auto Center On Current Unit
- Show After Combat Report
- End of Turn Resupply
- Set Speed Controls

**Customize depth of game play information**

**Leader info**

- Influence
- Organization
- Loyalty
- Health

**Unit Information**

- Movement points left
- Unit supply points
- Firepower
- Morale
- Organization
- Health
- Unit type/Effective fighting men
- Terrain
- Height, Cover
- Morale

**Dig in and resupply unit**

**J Rest and resupply unit**

**K Change formations**

**L Go to Command Tent**

**M Menu bar On/Off**

**N Text Window**

**O Change unit name**

**P End turn**

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# Reach Out and

## Hot Tips for Head-to-Head Battling in the EarthSiege Universe with



by John Sauer, author of the Official  
*Missionforce: CyberStorm Strategy Guide*

If you think *Missionforce: CyberStorm* is fun against Cybrids, wait until you try it against a living enemy. *CyberStorm* in multi-player mode takes on whole new dimensions in fun and challenge as you play against opponents who are much more ingenious and unpredictable than any computer-generated enemy. Best of all, reaching out to crush someone is not hard to do. The game comes with a free Buddy Disc included—a complete, second copy of the game—two games for the price of one! Sierra wants you

to give this game to a friend so you two can hook up and experience what so many gamers are raving about, the hottest multi-player modem and network gaming around.

*Missionforce: CyberStorm* may be played on PCs with up to eight people on a local area network (LAN, such as is found in most offices) or with two players head-to-head via modem. Requirements for network play are an IPX network with all players on the same network hub or node. Playing against someone with a different modem speed than

yours won't adversely affect the game speed, so you can play against all your buddies with 14.4K and 28.8K modems. Likewise, two computers of varying speeds won't pose any problems with game play.

### Network Free-For-Alls

The office has long been the 5:00 p.m. battleground for networked gamers. *CyberStorm* offers the excitement of HERC combat in rapid action battles that make first-person shoot 'em ups seem tame. Network games can be conducted in three ways:

- Teams of players against each other (with or without Cybrids as an added element).
- A Free-for-all with each player battling it out until only one is left standing (again, with or without Cybrids as an added element).
- Humans vs. Cybrids with the Cybrid Force Level maxed to emulate an Elite Military Mission.

### Modem Battling Head-to-Head

Because modems must connect one-to-one directly, modem games can only be two-player, though Cybrids may be present if desired. Modem play is head-to-head. For modem play, you need a minimum of a 14.4K baud modem or better, or a "null" modem connection (if players are in the same physical location). Two players with varying modem speeds will not adversely affect the play balance.

# Crush Someone

M I S S I O N F O R C E

## CyberStorm



**"I am extremely pleased that you decided to ship two CDs with the game. Games are always enjoyed more when playing against someone else."**

—Michael Triplet

### SierraWeb: THE Place to Find New Opponents

If you don't have a ready friend to dial up, you can find willing opponents on the SierraWeb. So many gamers spend time cruising cyberspace that Sierra has added chat rooms where you can interact with others who are playing your favorite Sierra games. Check out the new *Missionforce: CyberStorm* Chat Room at [www.sierra.com/cyberstorm/chat.html](http://www.sierra.com/cyberstorm/chat.html) to set up matches for head-to-head games and talk with other *Cyberstorm* players. Once you've arranged the details of the game and traded phone numbers, you log off your Internet connection and dial your opponent directly! You'll also be able to download the Sierra-sanctioned *Missionforce: Cyberstorm* tournament guidelines in case you want to host a single game or battle royale that offers the fairest balance of strategy and HERC power.

If you don't have Internet access yet (and you should, 'cause Sierra will be releasing a lot of games that you can actually play over the SierraWeb), you

can also find players by checking out the challenge rooms or leaving messages on the Sierra forums on America OnLine and CompuServe.

Don't forget to scan the uploads to find HERC configurations that gamers have created and posted, or take your

### Multi-Player Basics

All multi-player games have a Force Value and a Rank Level determined by the creator. The Force Value is the maximum credit value of all HERCs, weapons, devices, and Biorderms in your individual fleet. The Rank Level

is similar to the Tech Level in single-player mode. When you load a group, if it exceeds the Force Value or Rank Level that was set by the creator, you will be unable to play in that game.

Likewise, if the creator has set a Rank Level of 7 and you have any technology that was acquired at a higher Tech Level, you must remove that technology from any HERC configuration before your group will be "legal." Like single-player games, multi-player sessions are turn-based. A timer in the upper right corner of the

screen shows you how much time players have left for their turn. When the timer reaches the 15-second mark, it flashes red and white as a warning.

All player vehicles appear on the battlefield in the specified color. You see



**If you end a turn sitting high and you become a sitting duck, save enough power to get down before your turn ends.**

favorite HERC and submit it for other gamers to use. Sierra will be posting tons of new HERC configs as well. Don't be surprised if you hook up with a player for a modem game and they use your HERC config back against you!

## "This is by far the best game I have played in a long time. honest opinion, this game rates six stars out of five.

all players on both the mini-map and in the main view as long as they are within reach of your sensors (which is why strong scouts are such a good idea). All players start at opposing points of the battlefield.

Since your moves are timed, you must complete your firing paths and movements before time is up. In between turns you can reconnoiter through the mini-map, send/receive communications, pre-plan moves, and make minor adjustments to your HERCs and Biorderms.

### Making Conversation

Players may send messages (such as taunts or general comments about your opponent's inability to control HERCs) at any time by pressing the [Enter] key and typing away. The Message Dialog Screen will also display all messages from other players who have you in their communication loop. To remove the dialog box, press ESC. If you are eliminated from the game, you may only view the continuing battle and send/receive messages, giving you the ability to cry from the sidelines.

### Multi-Player Tactics That Give You An Edge

Because there are so many variables involved in setting up a multi-player game, there is no "one best configuration" to take into battle. In general, you should get the maximum number and most expensive HERCs and 'Derms you can afford in the Rank Level

and Force Value of the match you are about to enter. Balance is the key. But there are things you can do to increase your chances of feeling the thrill of victory instead of the agony of defeat.

Depending on which planet you battle on, some weapons or systems may be inoperative. If you have studied the planets and know how the electromagnetic fields and other features of a planet will affect combat, you can tailor your HERCs for that particular world. If, for example, you battle on a planet that renders shields more or less inoperative,

out and see where your opponents are. If you don't, you're a sitting duck until they find you, or you just happen to run into them.

### Smart Weapon Choices

When choosing between weapons that fire several times and weapons that fire once (both doing relative amounts of damage) choose the single fire weapons. Often you will not have enough time to fire all your weapons if you have to manually fire them three or four times in the turn (unless you use the Shift A command). Don't bring specialized weapons. It is far better to bring general-purpose, high-impact weapons and fire everything off in one glorious burst (using Shift A) and move on to your next pilot. Weapons that go THROUGH armor (like ELF and Thermal Needlers) are especially useful in multi-player mode. Most people will cluster their HERCs together, so having weapons that take advantage of this behavior with a large damage radius can be a real advantage. Some of the best are the ELF Mortar, Fusion Mortar, 280mm ATX, Rapid Sat Missiles, and HOG missiles.



**Survive this heat and you can do a lot of damage in return. Try to drop the shields and pound on the Reaper Class HERC first.**

buy your HERCs the strongest armor you can afford and arm them with weapons that are designed to punch through armor. If your opponent(s) are equipped with shields and energy weapons, you gain enough of an advantage to massacre them in short order.

If you're going in with large HERCs that are loaded down with big weapons and heavy-duty armor, take a few smaller ones that can move quickly.

Example: If you have several Juggernauts, you're going to want a couple of scout ships so you can go

### Concentrate Your Firepower

In the heat of battle, don't spread yourself too thin or divide your HERC force. A lone HERC can be a sitting duck—which in multi-player game lingo means a dead duck. The more you stay together and concentrate your firepower, the better off you'll be.

When possible, put your larger HERCs up front to break down shields, use area-affect weapons, etc., then have the smaller, faster guys move in to finish the job. Just make sure they have enough energy to get out of range before your opponent's next round, or they'll be pummeled.

### Pre-Planning Moves

Don't waste your fight time deciding what to do. If you really want to put the hurt on your opponents, get some practice at mass movements. Take advantage of the time between your turns to pre-plan movement routes, then when your turn comes

**I just wish all games could be so much fun to play. In my Good work, Sierra."** —From: **Freddric, Posted on: America Online**

up, use 'shift-space bar' to move all of your HERC's to the spots you selected for them. The timer's ticking so make attack and defense decisions when it is not your turn. This will avoid confusion later so that you can make the most out of your turn.

#### Let Them Come to You

Once you do find out where your opponents are, hang back for a while. Don't go looking for a fight. The longer you stay out of the fray, the fewer you'll have to go up against as the others will pick each other off before finding you. Find a good hiding place and stay there, then send your scouts out to see what's up.

#### Bioderm Considerations

If you have limited money for purchasing your Biderms, buy Ma-Yuan. If you can't afford the better models (Tola,

Kaeser, Maia) or if you don't have the funds for training, Ma-Yuan is the best bet because you can use Jack-up on her more often than the others, increasing

such as Crow for much less, saving your money for hardware.

#### Don't Bunch Up

Space your forces out so that area effect weapon damage is limited. If you run your forces closely together, then it makes a perfect target for those multi-hex damage weapons.

#### Time to Play

Time, not a hostile HERC, is the biggest enemy in multi-player mode. Games are frequently won by the player who completes the most actions, not the one with the largest force.

If you haven't played *Missionforce: Cyberstorm*, you are missing out on one of the greatest experiences in gaming today, be it for

one player or many. When it comes to squad-level combat, *Cyber Storm* is the ultimate game.



**A lone HERC is a dead HERC. Send scouts out alone, but keep the main body of your force together for safety in numbers.**

her skills. If you choose Biderms with high Command skills, remember the cost! You can get strong, stable 'Derms

# EARTHSIEGE 2 Delivers Pulse-Pounding Excitement

"From the sound of each massive Herculean footstep, to the eerie sound of the cybrids, everything is well done and feeds every monumental moment of action."

—Strategy Plus Magazine

If you get psyched pumped up thinking about controlling squads of laser-charged HERCs across battlefields on distant planets, imagine yourself in the cockpit of a 30-meter-tall HERC of your very own, making the ground shake as you walk, unleashing a devastating torrent of energy and projectile weapons at all who stand in your way. This is EarthSiege 2. The action of this first-person smash hit was so phenomenal that the press and public alike raved about its realism and pulse-pounding excitement. The game play was faster—the terrain, enemy Cybrids, and mode of combat more realistic—than any other robot combat game.

If first-person, high-intensity, hard-core robotic battling makes your fingers twitch in anticipation, set yourself loose on EarthSiege 2. It just doesn't get any better than this.

**PC GAMER EDITOR'S CHOICE**

SIERRA ONLINE



# The Future of

## Flight Sim Pioneers Team Up

By John Sauer

"Red Baron II's physics are beautiful, with fragile biplane frames shuddering and tearing to pieces under high-strain maneuvers. This realistic movement, along with its open play environment and powerful campaign options, spell an almost certain success for Sierra."

—GameSpot  
([www.gamespot.com](http://www.gamespot.com))

When it comes to pushing the envelope on flight simulations, few companies are as poised on the cutting edge of excellence as Dynamix and subLOGIC, two members of the Sierra On-Line family. As separate entities these companies revolutionized military and civilian flight sims by delivering titles that offered more—sims with better graphics, a higher level of realism, a greater degree of control, and more involvement.

When subLOGIC became part of the Sierra family, their development group traded notes with the Dynamix flight team on technologies and their visions of the future.

What resulted was a creative explosion that is giving birth to the future of flight simulations.

If you've ever engaged in a PC dogfight in a WWI or WWII aircraft against crack German pilots, then you've experienced first hand the realism and excitement Dynamix adds to military flight sims. Dynamix is the pioneer of aerial combat simulations with such titles as the best-selling *Aces* and *Red*



"Scary" Gary Stottlemyer, Red Baron II designer, is also a pilot.

Baron series as testimonials to their expertise. subLOGIC has a history of releasing cutting edge simulations that provide the true freedom of flight in civilian aircraft such as the original *subLOGIC Flight Simulator*. Together, this new partnership is taking flight sims into the stratosphere.

# Flight Sims



## To Take Flight Sims Into the Stratosphere

### Dynamix: Red Baron Revolution

If you want to see where the future of historical military simulation is going, you need to play the upcoming *Red Baron II*. Designer Gary Stottlemeyer is an accomplished aerobatic pilot and knows not only how

grace. Dogfights are won by those who can take advantage of their aircraft's ability to make a slow, tight turn or to stall, let their enemy pass them, then come up shooting.

*Red Baron II* features authentic, flyable bi-wing and tri-wing WWI aircraft from German, French, English, and U.S. forces. You can fly campaigns as a member of any of these air forces in a "live flight" environment, where everything within a 15-mile radius of your location in the game progresses just as in real life. You might encounter trains moving across enemy borders, wander into a dogfight, or even place yourself on patrol to find a little "free-lance" action. With the sim's advanced mission generator you can fly an entire career and never have the same mission twice. There is no higher replay value.

The ability to fly and fight takes on new dimensions of realism with a fully operational control panel and a "slewable" cockpit, which allows you to look in all directions for enemies



AVI tutorials give you the training to make a three-point landing.

the simulation's 22 flyable planes should look, but how they should feel and respond to your control. Whereas WWII and modern jet fighting sims move at high speed, the wood-and-canvas WWI aircraft fly quite a bit slower and with more

**"Sierra Pro Pilot will stand toe-to-toe with the best flight sims out there."**

—Graeme Bayless,  
Producer of *Red Baron II* and *Sierra Pro Pilot*

**"When Sierra Pro Pilot is finally shoved into its box and sent off to market, it'll be the finest civilian flight simulator ever seen."**

—Escapade On-Line

# A Producer's Perspective: The Future of Flight

"What we're doing here is creating the future of flight," says Graeme Bayless, the Producer of both *Red Baron II* and *Sierra Pro Pilot*.

**Bayless is in the enviable position of producing what many believe**

**will be the most exciting flight sims this year.** Most

recently the producer of the current Sierra hit *Missionforce: CyberStorm*, Bayless is in the unique position to see just how dynamic the melding of the Dynamix and

subLOGIC technologies is becoming.

**"On their own, both companies have been impressive. But their convergence is creating flight models that will be the standard by which all others are measured for some time to come.** What we offer—the heart of these sims—is the user's ability to scale reality. You can take a perfectly modeled aircraft and a perfectly modeled virtual reality model and adjust it to your taste, from level of interaction and graphic detail to frame rate. **It just doesn't get any better."**

sitting off your wings. *Red Baron II* features an option and play list that will satisfy all levels of gamers. You can be up and fighting with a few mouse clicks, or organize a full career with the depth and level of complexity that hard-core flight sim enthusiasts demand. Take into account the full range of exciting possibilities that *Red Baron II* offers and it's clear there is no better historical or military flight simulation available.



**A Slewable cockpit lets you view the combat from virtually any angle.**



**A true test of your flying abilities is when the Baron gets on your tail.**

## subLOGIC: The Authority on Civilian Flight

While Dynamix was setting the skies on fire with war plane flight sims, subLOGIC was doing the same for the civilian flight simulation market. Starting in 1984 with the release of the Apple II *Flight Simulator*, the flight product that Microsoft adopted for their own on the PC, subLOGIC has created a civilian flight empire with the most elaborate database of flight information possessed by any software developer, and an understanding of civilian aircraft, flight models, and aviation that is unsurpassed.

Their 1990 release, *Flight Assignment: ATP (Airline Transport Pilot)* has sold more than 600,000 copies and reigns supreme as the premier commercial flight sim.

"Through countless hours of studying maps, government data, flight plans, blue prints, and a mountain of other flight and pilot's information, we have created a humongous database of over 27 million height references from coast to coast, as well as the complete specs for 2,500 airports, and the complete city layouts for more than 20 major metropolitan areas," says subLOGIC Head Mark Pechnik. "We have the entire U.S. mapped out in one-half mile intervals. We have the flight dynamics for every major civilian aircraft. We promote realism in flight."

## Your Ticket to the Skies

Everything subLOGIC knows about flight simulations is being brought into play to create *Sierra Pro Pilot* personal flight trainer. It combines subLOGIC's informational power and expertise on flight with the Dynamix 3Space technology to deliver the most thorough and realistic flight sim to date. The terrain mapping is much more realistic than any other flight sim. The entire control panel on every of the four featured



**Every dial and button on the Sierra Pro Pilot instrument panels is "live."**

aircraft is fully operational—a feature dedicated flight simulation enthusiasts demand.

And you can fly from just about any airport in the U.S. to another and see "real country" pass beneath your wings. Lift off from Seattle to San Francisco—or New York, or Miami—in a Cessna 172 Skyhawk or a CitationJet, and what you see is terrain as it would actually appear, complete with major highways and other landmarks. Can you navigate an aircraft to the Grand Canyon? Try it in *Sierra Pro Pilot* and it will be there.

You even interact with Air Traffic Control (ATC, a feature many other flight sims offer as a separately purchased

**If Sierra Pro Pilot works as well as we hope, this should turn out to be Sierra's biggest selling program of all time.**

—MicroWings



Novice pilots go up with a virtual flight instructor in the other seat.

"add-on") as you take off, land, and move through flight patterns.

*Sierra Pro Pilot* takes novice pilots from the basics of flight school through full certification as a commercial pilot in a 3-D, virtual world where everything you see and interact with is live. A flight instructor rides with you on training flights, providing instruction through more than 120 animated tutorials that guide you through using flaps and rudders, dealing with emergencies,

**"Dynamix provided the perfect graphics engine to allow us to focus on the sheer realism of flight. It was a match made in heaven."**

—Mark Pechnick, subLOGIC Head

and many other important considerations. The training in *Sierra Pro Pilot* is so real that Sierra and the FAA are currently in negotiation to give a number of hours of flight ground school credit to prospective pilots who successfully complete those phases of the simulation.

If you are an advanced flight sim user, you will find all the options that make a first-rate flight title, and more. If you are a newcomer to flight sims or just someone who has always wanted to experience the thrill and freedom you can only get from flight—*Sierra Pro Pilot* will turn you into a hard core enthusiast.



The realistic terrain comes from the 27 million height references used to create the sim.



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## A Conversation with:

NASCAR WINSTON CUP  
CONTENDER & COMPUTER  
RACING ENTHUSIAST

Interviewed by John Williams

# Bobby

We caught up with NASCAR driver Bobby Labonte in the offices of Joe Gibbs Racing Team in Charlotte, North Carolina. As he took the time to hand sign a stack of 300+ posters that would soon be distributed to fans, Bobby gave us some great information about what goes on in real racing and his own tips for drivers of the NASCAR racing game from Papyrus. It's all part of this exclusive InterAction Interview.

InterAction: We've heard you raced your first race in 1969. Now you don't look a day over 30. What's the story here?

Bobby: (Laughs) I was racing the quarter midgets back in '69. I was five years old then. Actually, I started driving a car when I was four but I couldn't drive in a race until I was five because that was the rules...Man, I was a burr-headed little kid at five years old.

I got my start in racing because of my dad and my brother. (Bobby's older brother is Terry Labonte, the 1984

NASCAR Winston Cup champion). My dad raced very little. I think he realized pretty soon that he would be better off wrenchin' on a race car making sure



# Labonte

it went fast rather than drivin' them. He didn't like racing them as much as he thought he would.

**Your older brother Terry also races NASCAR Winston Cup. Any sibling rivalry there? Ever find yourself pushing it a little harder when you find him in your rear view mirror?**

Well no, not really. When he runs side-to-side or nose-to-tail, or whatever, then I don't race him any different than I race anyone else... He's racing to win and so am I—it don't get faster than that... The only time that things really run through my mind is when there's an accident and I know he's involved. Then it's for his safety more than anything.

**We all know Joe Gibbs from his old job as Head Coach of the Washington Redskins. What's he like as an owner?**

Man, he's great! He's here every day making sure everything goes smoothly.



**1991 Busch Series Champion & Winston Cup Series Top 10 driver Bobby Labonte and his Monte Carlo.**

We have our team meetings. He keeps the sponsors happy, keeps the money rolling in, makes sure that everyone here's keeping up communicating real well... He plays a big role. He's the sole owner of the race team and while there's a lot of owners out there that have made names

**"whenever I got over there and raced the Papyrus guys over their modems, they pretty much whipped my butt..." —Bobby Labonte**

for themselves, it's exciting to know that he retired from NFL football to do this.

**The folks at Papyrus tell me that you've played quite a bit of their NASCAR game. This true?**

Every chance I get, it seems like I'm on the computer with it... It's not practice really. It's strictly enjoyment... I had the original *Indy* game from quite a few years back by David Kaemmer (developer of *NASCAR*). I drove on that game for years and some of the guys on the *NASCAR* circuit had it... uh, in fact one of the engineers that had it was Penske (Team and Track owner Roger Penske)... he showed it to me... He went to work on *IndyCars* for a while and now he's back to *NASCAR*.

Anyway, when the *NASCAR* game came out, I was the first on the list at the computer store to get it. I just really enjoy playing it at night... mostly after everyone else goes to bed... that's really about the only time I have to do it... Finally at night I have to make myself get off of it and go to bed or otherwise I'll be there all night.

**They tell me that you've provided some of the input into the upcoming *NASCAR* 2. Is that true too?**

I've provided some... At Darlington, Omar



**If you end a turn sitting high you become a sitting duck. Save enough power to get down.**

Khudari - General Manager of *NASCAR* game developer Papyrus - showed up and I thought, "Who is this guy?" When he told me who he was, I said "You need to sit down right here and we need to talk because I like this." It's that one time that I met him that led to a relationship where if they had a question they'd

**NASCAR Team owner and former NFL Coach Joe Gibbs, with Bobby.**



**"...when the NASCAR game came out, I was the first on the list at the computer store to get it..." —Bobby Labonte**



**Bobby's boy Robert Tyler (above), and Bobby with wife Donna at Michigan.**

call me because they know I'm interested in what they're doing. Since then, I've been up to Boston a bit... I'm gonna get up there quite a bit more when I get time.

**What track would you recommend for a beginning NASCAR driver?**

I've had more fun at Atlanta than anywhere else. The straightaways are short and corners are long and wide... you've got room for error there... Atlanta's probably the most enjoyable track to run on... the setups are easier than some others... the walls aren't as intimidating as the Darlintons or the Charlottes or the short tracks because you've got to use your brakes on 'em... On some of the other tracks if you haven't got your car set up right it's really hard, but Atlanta's real good that way. You can just jump into it and go.

**And the hardest track?**

Probably Sears Point... it and Watkins Glen are the toughest tracks to race on because we only go to each one once a year... it's different turning right sometimes... you just don't do it week in and week out... It's pretty difficult to do; you don't figure it right out.



**What's the first tip you'd give a new racer regarding car setups to help them improve?**

A lot of it has to do with the shock settings... that takes practice... you only gain it by trying one thing, then turning around and trying something else. The front to rear weight seems to also make a lot of difference to me... I've got all kinds of setups, but sometimes I go back to the standard setups in the game and twist them around to something I think will work better.

**Have the people at Papyrus ever asked to see your setups?**

Not really... the advantage I see that they have is they get to design and test setups all day, so whenever I got over

there and raced the Papyrus guys over their modems, they pretty much whipped my butt... I've gotten a little closer to them since I've had to buckle down a bit more.

**Are you driving with a Thrustmaster Setup then?**

Actually I got a CH Products Virtual Pilot 'cause I got a flight simulator too, so I just use that for both of them. I'm back on the Virtual Pilot now.

**Do you play with other NASCAR people?**

There's a friend of mine in Nashville named Russ Thompson. He works for TNN and we play together on-line... a couple of the NASCAR officials have the

NASCAR game... Brian France (the son of NASCAR President Bill France) has it. There's a lot of them I know and probably more that have them that I don't know because they haven't told me.

**You've won a few poles in your time. What's the real importance of pole position?**

A big key to it these days is pit position. You get a better pit stall if you qualify higher. Also, when you're on a race track anything can happen... debris on the track... traffic... The further up front you are, the less likely you are to run into a situation... Those are the key factors. Plus, the way that the competition is nowadays, it's pretty tough to pass. There's really no



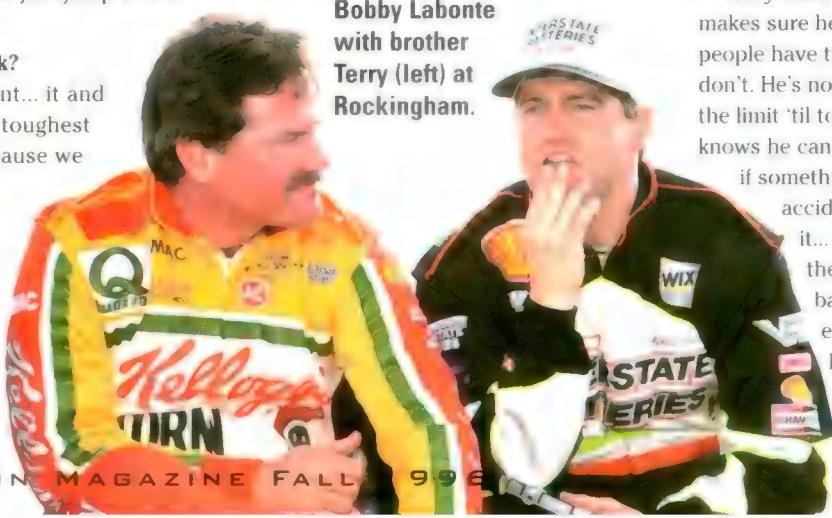
**Competition is hot and heavy on Papyrus NASCAR Racing computer simulation from Sierra.**

dominant car out there. If you're starting 31st, you've got 30 cars to pass. How you gonna pass 'em sometimes, you know? It takes a lot out of your race car.

**I've seen your brother in more than a few races this year, and it seems that half way through the race he's hanging back at 15th place. Then he always winds up in the top 5. What's the strategy here?**

Terry takes care of his equipment. That makes sure he's there at the end. Some people have that theory and some people don't. He's not really pushing the car to the limit 'til towards the end when he knows he can. Before that, what happens if something breaks or if there's an

accident because you're pushing it... well, you're not going to be there for the finish. Waiting back and finishing the race in even fifth position is a whole lot better than placing 25th. Terry does better'n fifth a lot of times.



**You drive with the same drivers week in and week out. Are there certain guys you drive with that you get to know their racing styles?**

You really do. You race against them every weekend and you kind of say "this driver is not gonna race me quite so hard for 10th place" and others will race your guts out for 10th place. Every race is different, but you do learn everyone's characteristics to a certain point.

Everybody out there is qualified. You can run nose-to-tail with all of them and stuff like that, but it's just that some guys you haven't figured out yet. Then there are other guys out there you gotta watch out for. Earnhardt's out there and he IS the intimidator, and you know he's gonna be there. You gotta understand that he's gonna try to pass you whenever he gets a good chance. Some other guys will sit there and wait for a little bit. Earnhardt's a front runner and he's always charging out there for position.

**Most people don't understand that there's more to NASCAR than just jumping in a car and driving around a track real fast. Can you briefly explain the bigger picture of the NASCAR Winston Cup, point system, etc.**

Well, every driver wants to win every day. There's not a driver out there that doesn't want to win every Sunday. But at the same time, if your car's not capable of winning that day, then you have to settle for second. And if it ain't second it's

the year, those points add up.

(*Editors Note: No one's more aware of how important those few points can be at year end. In 1992, Bobby missed winning his second straight NASCAR Busch Series championship by just 3 points.*)

## "Every chance I get, it seems like I'm on the computer with it..."

**—Bobby Labonte**

**You were the 1991 NASCAR Busch Series Champion and now you drive in the NASCAR Winston Cup Races. What's the difference?**

NASCAR Winston Cup is the upper echelon of the drivers. Everybody has that feeling: Winston Cup is where it's at. You go through the ranks to get to Winston Cup. But you earn your keep once you get there. I compete in both.

**I can't help but notice that NASCAR drivers never have anything bad to say about each other... Do you really all get along that well?**

You know, frustrations will get the best of you sometimes because of things that happen on the race track. Those are the days when you're hot and sweaty and you're driving your guts out. Something happens and your first reaction is to get ticked off. But it's just like anything else—that's your first reaction. The reality of it is there's not a whole lot you can do about it. It's over with. So you better go on your way down the road and forget

about it. No one's out there to create trouble...There's lots of drivers that're good friends with each other.

Kyle Petty had a big wreck this past weekend and I'm sure he's awful sore. My wife and I called just to make sure—not to ask if he's sore because we know he is—just to tell him we hope he gets to feeling better. That's happened to me a time or two.

Some of my best friends drive race cars and I race against them, but they're still my best friends. They're guys I would trust on any given day.

**You've said that you might like to be an owner of a car team some day. What would you look for in a young driver before you'd give them a shot?**

I'd go out and look for a driver that has the potential and the ability to drive a race car faster than anybody else. Second of all, they've got to be marketable for the sponsor because that is a major part of racing. It's not just about finishing first on the last lap. They've definitely got to finish first in the sponsor's eyes no matter where they finish in the race. Driving ability is #1. Marketing is #2 but very important because you need that sponsor there on the days you don't win. Personality and integrity are high qualities. I'm gonna end this interview by telling all the young drivers out there that. Even if you never become a NASCAR pro, work on your integrity and work to be the best person you can be... Is that a good place to stop? My arm is tired from signing all these posters.

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# Driving Lessons

## Mastering the Cars, Tracks, and Tires of *IndyCar Racing II*

By Clint Boswell

There's nothing quite like the thrill of strapping yourself into the low-slung cockpit of an Indycar and barreling through a racecourse at 200+ miles per hour. Success or failure can be decided in a split-second. There is little margin for error. Experiencing the thrill of *IndyCar* racing is as easy as loading *IndyCar Racing II* from Papyrus. But you'll find that as simple as *IndyCar Racing II* is to set up and play (one click and you're racing), it's easy to find yourself meeting the wall more often than savoring victory and the checkered flag. Playing *IndyCar Racing II* can be as difficult as doing the real thing.

That's because the game is a realistic, physics-based driving simulation that bases your virtual race on the same variables faced by professional *IndyCar* drivers. You can't just jump in the car and win. You've got to drive like a pro and set your car up for the track, just like the other racers do.

So where can you find tips and information to help you become a better vir-

tual *IndyCar* driver? Though there are many major differences between Formula 1 and *IndyCar*, I found the book *Competition Driving*, by Formula One World Champion Alain Prost, to be extremely helpful in learning the ins and outs of racing, from driving to mechanical set-up to strategy and tactics. The information provided by Prost can be invaluable to the virtual racer as well.

### Steering Wheels and Gears

First, you need to learn how to drive your car. Using a steering wheel set-up is preferable, but many people use control pads or joysticks effectively. With any of these controls the steering is very sensitive. Take a few rounds to get a feel for how much pressure you have to use to make turns.

Start driving using auto gear shifting so you can get the feel of high-speed driving before you add the challenge of gear shifting. While manual shifting can give you speed and traction advantages, especially in tight



Steering wheel peripherals deliver the most life-like vehicle control.



**"...the game is a realistic, physics-based driving simulation that bases your virtual race on the same variables faced by professional IndyCar drivers."**

corners, autoshifting allows you to concentrate on accelerating, steering, and braking—the other components of competitive driving.



**Coming out of a straightway, try to be the first into the inside of the turn. First in, first out.**

#### The Brakes

When you drive a car on the road, you want to brake as softly as possible to create a smooth stop for yourself and your passengers. But when racing, that goes out the window. Since you want to be driving as fast and as long as possible, you often apply your brakes violently, quickly jumping from gas to brakes and pressing down hard at the last possible moment. No matter what the corner, from the Corkscrew (Turn 8) at Laguna Seca to the Esses at Mid-Ohio, brake as hard and as late as possible. Like all of the maneuvers and technical changes discussed here, this will take some practice. Be patient. IndyCar champions are not made in a day.



#### Maneuvering

On oval courses such as the Michigan Speedway, you only turn left, so most of your reactions and maneuvers must be based on what the drivers around you are doing. But on the road courses you need to drive the car on a line which will take you through the turns slowly enough to get the best and quickest opportunity to accelerate into the straightaways.

Before you drive competitively on a course, you should first learn it. Most drivers actually walk the course before they drive it, getting a feel for landmarks, surfaces, etc. which will give them an idea of when and how to turn and brake and accelerate. Since you can't walk the courses in *IndyCar Racing II*, drive it slowly a few times and pay attention to buildings, bridges, signs, brake markers, and other

physical details which can help you gauge when and where to take your line on the course. Some turns, like the series of short bends and chicanes (Turns 4-8) at Vancouver's Pacific

Place, or Portland International Raceway (Turns 5, and 6), can be taken in almost a straight line, if you hit them at the proper line and speed.

Others are much more difficult to maneuver.

At Mid-Ohio, for example, the Esses

(Turns 4-9) will make you or break you (IndyCar drivers have named this part of the course Madness!) if you don't plot a line through this series of turns and stick to it. The entrance and exit lines are most important, because you want to enter the Esses wide and at the maxi-



**Over-react and you could lose the course. A subtle correction to the left is all you need to stay on track.**

mum allowable speed, maintain momentum while shifting down and turning, and hit Turn 9 on an inside line so you can hit the gas hard as you come out and roar right along the wall into the straightaway. Once again, practice on this diabolical track is essential for the winning driver.

#### Understeer/Oversteer

Although both understeer and oversteer are undesirable in your family roadster, both can be helpful as you drive an IndyCar around the track. Understeer occurs when the front wheels lose traction before the back wheels. This creates a drift in the car which can push you into the wall. On oval speedways like Michigan where you can sacrifice handling for speed, this can be desirable. But most courses in the game ask for better control. Correct the problem by softening the front anti-roll bar or stiffening the rear one. You may find braking earlier can help as well. Raise the front wing in the garage to add down force to the front or soften the front shocks if the problem persists.

Oversteer occurs when your rear wheels lose traction and you fishtail the car. Smaller courses like Nazareth, Phoenix, and Loudon can actually reward oversteer, but if it gets out of hand you spin out. Control oversteer by doing the opposite of correcting understeer—soften the rear anti-roll bar, stiffen the front one, or add more downforce to the rear by raising the angle on your rear wing. Softening the rear shocks can help as well.

Keep in mind that adding downforce



increases handling but slows the car, so try to strike a happy medium. Once again, practice with different settings to get the optimum benefit out of your car's performance.

### Car and Tire Setup

Since we're on the topic of altering your car's mechanisms to improve handling and performance, let's discuss a few of the simple changes you can make on your car to improve your car's handling and performance.

The important thing to remember is that a set-up that works for one track isn't going to work on another. You need to practice extensively and make corrections to the car on each course before racing. Read the pit notes for each course before you go out so you will know what to expect, and to get hints for set-up changes.

Simple changes to your tires can make a huge difference in both performance and life. Oval, banked tracks are all left turns, so a "stagger" change using larger tires on the right side can make those sweeping left turns easier to handle at top speeds. Your car will drift left a bit in straightaways, though.

On road courses, tires get much more wear and tear due to the multiple turns

and twists on the non-banked courses. Various changes to the tires, including mixing different sizes, compounds and air pressures, can vastly improve performance. Practice laps can tell you what is working and what isn't. If tires are wearing unevenly, you can change to harder or softer tires on each wheel, or change inflation. Softer tires have more traction but are short-lived. Harder tires grab less but last longer. Less inflation gives more traction, higher inflation increases speed. Changing the wheel camber angle from perpendicular to positive can remedy worn and hot inside portions of your tire, the opposite being true for outside portions of the tire. Experiment with these settings to find the best wheel set-up on your car.

Ideal gear ratios are vital on road courses with lots of turns. On a high-speed oval with banked turns, you won't be shifting much and you can use maximum rev

gear ratios in the top gears to gain highest speed, although acceleration will be slowed. But on road courses you brake and shift constantly, so you can increase your car's performance

through some garage craftiness.

Use smaller ratios on the road courses where you rarely reach top speeds to allow maximum acceleration through twists and turns.



**Indycars are designed to hug the track. The more downforce you apply, the slower they go.**

Remember, you can't just jump in the car and go out and expect to win. Practice makes perfect, and that is doubly true for *IndyCar Racing II*. The game mirrors real-life racing, and weeks spent in the garage and in practice play equals wins on the course. Spend some extra time learning the game and before you know it you'll be spraying champagne and signing product endorsements in Victory Lane.

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## Sharper Curves & Stunning Straightaways



The screenshots used throughout this article feature the enhanced graphics available to owners of Rendition 3-D Graphics boards. For more information on 3-D graphics boards and Rendition technology, watch for the holiday issue of *InterAction Magazine*.

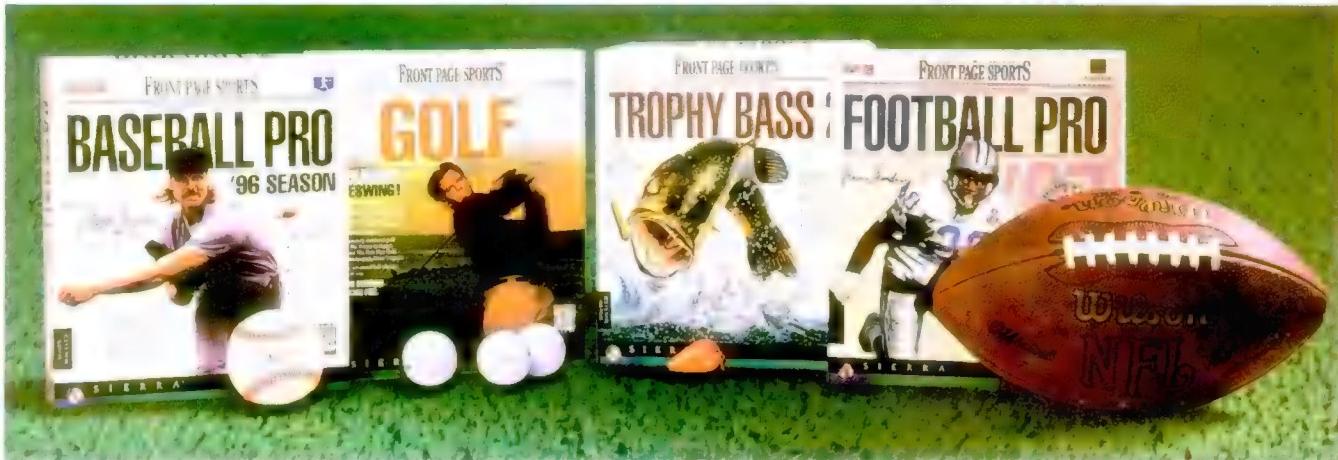
COMMIT TO  EXCELLENCE

# FRONT PAGE SPORTS®

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## 1996: A Big Expansion Year for FPS: Sports



New Golf and Trophy Bass sims add excitement to Multi-Award Winning Front Page Sports Pro Line-Up

WHEN IT COMES to sports gaming, Sierra has a fanatical devotion to realism. You see it in monster hits like the award-winning *Front Page Sports: Football Pro '96* and the new *Front Page Sports: Baseball Pro '96*, a title which could steal the "Sports Game of the Year" crown from *FPS: Football* this year.

For Christmas 1996, Sierra is preparing two exciting new additions to the *FPS* line-up. New *Front Page Sports: Golf* and *Front Page*

*Sports: Trophy Bass 2* bring the charged intensity of pro golf and the excitement of competitive bass fishing to

### A fanatical devotion to realism.

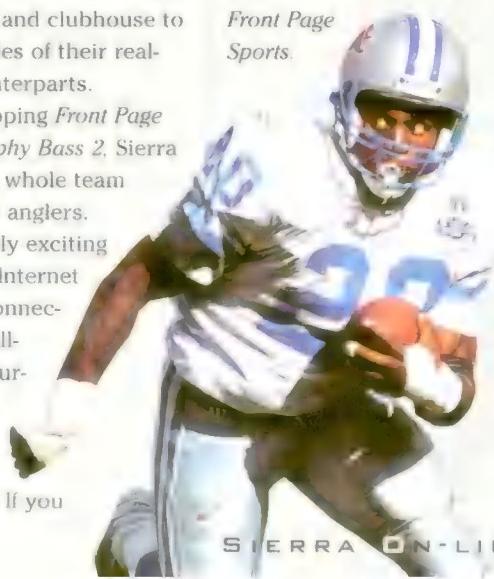
life on your computer.

When you want to create the most realistic golf sim possible, you get the best designer in the business. That's what Sierra did to create *Front Page Sports: Golf*. Vance Cook, the original *Links 386* designer, pushed the envelope on golf

game design to create a 3-D, physics based title that is so exact, you can measure every hole and clubhouse to within inches of their real-world counterparts.

In developing *Front Page Sports: Trophy Bass 2*, Sierra called on a whole team of pro bass anglers. What's really exciting is the new Internet and LAN connectivity for full-featured tournaments with PC anglers worldwide. If you

want realism in your sports gaming, only one line-up delivers. That's Sierra's *Front Page Sports*.



SIERRA ON-LINE

# The Return of a Legend

by Clint Boswell

**J**UST WHEN THEY said Dallas running back Emmitt Smith couldn't get any better, that the years of being the NFL's workhorse had taken their toll, he goes out and scores a record for rushing touchdowns and wins a third Super Bowl ring. It could happen with the new *Front Page Sports: Football Pro '97 Season*. And it's coming fast.

Slated for release this fall, *FPS: Football Pro '97 Season* retains all of the *FPS: Football* features which have made the title a three-time winner of *Computer Gaming World's* "Sports Game of the Year" award. But the off-season has seen an overhaul

human opponents via a modem or network in live-action games. Whether they're in the office or around the world, you can taunt your opponent after you grind his quarterback's ailing shoulder into the turf.

## Man in Motion

*FPS: Football Pro '97* looks as well as it plays. Realistic motion-captured figures and over 18,000 frames of animation brings the players off the turf and in your face. Even jersey numbers are texture-mapped to put the finishing touches on the highest-quality football graphics available. The stadium fields feature real grass or artificial turf, which can get muddy or slick when it rains or snows.

The game play is modeled on a physics-based 3-D environment where every factor of the weather can effect the outcome of the game. And with Windows 95 you can multi-task and run games in the background while you work (so the boss doesn't know).

Making plays can be as easy or complex as you want. You can utilize the simplified Play Editor, featuring Play Wizards, to create an 80-yard score every time—like Lombardi's Packers on the toss sweep. Or you can choose from the 10,000 plays that are built-in with the game. It shouldn't be hard to

Pick one of the thousands plays included, or design your own.

which is sure to make *Football Pro '97* the MVP of football games yet again.

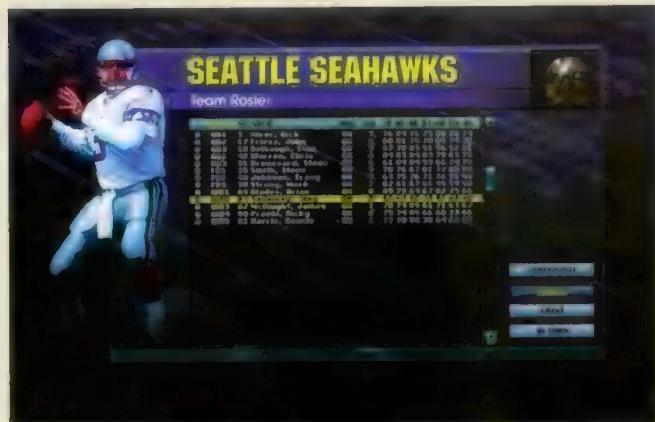
The most significant new feature of *FPS: Football Pro '97* is the option to tackle



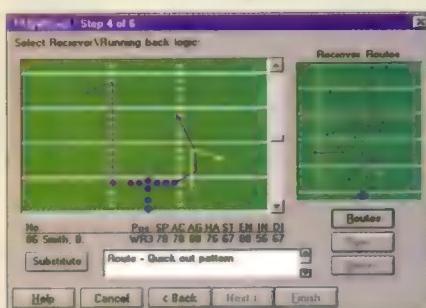
Next month:  
**InterAction**  
interviews  
Lions rusher  
Barry  
Sanders.



All the excitement of the big goalline stand. You pick the angle to see if Pittsburgh makes that last critical yard.



Critics called them the "team to watch." Check out the team stats updated for the new season and see if you agree.



find one to your liking.

The improved Camera Angle Management System (CAMS) gives you a view of the action from any spot in the stadium—from the quarterback to sidelines, the cheap seats to the blimp—all made easier through a simpler-to-use interface. The sound is improved with grunts, pops, and cheers coming from multiple stereo angles.

As good as *FPS: Football Pro '97* looks, strategy and realism makes it the world's best gridiron sim. Full 53-man rosters

allow you maximum depth to fit your coaching strategy. And only *FPS: Football Pro '97* gives you the opportunity for league play with up to 30 teams, or play through an entire career as you watch your prized rookies develop into Pro Bowlers.

Bigger, stronger, faster. That's today's National Football League. And that's Sierra's *Front Page Sports: Football '97 Season*.





# Major League Power Hitter

EVER SINCE ITS release earlier this year, *Front Page Sports: Baseball Pro '96* has been ranking up accolades from fans and the press for its true-to-life baseball action and physics-based game play. One look at *Baseball Pro '96* and it's easy to see why. The game has none of the canned play that dominates most baseball games.

Game to game, season to season, factors such as weather, ball spin, and many others influence the outcome. While the title is Windows 3.1 compatible,



The CAMS system lets you control the action from anywhere in the ballpark, from home plate to the blimp!

playing under Windows 95 gives multiple scalable windows so you can easily manage a variety of functions.

#### Major League Graphics

The realism in *FPS: Baseball '96* is equaled only by the appearance of the players. All the major MLBPA players are here, even Randy "The Big Unit" Johnson, brought to

of the 30 Major League stadiums.

What type of options do you want in a great baseball game? *FPS: Baseball '96* is option-rich. Play as the General Manager, as Manager, or as a Player, controlling every move the team makes. Or you can be the Commissioner and control everything! One of the most important features in *FPS: Baseball Pro '96* is the CAMS (Camera Angle Management System), which gives you the power to watch and control your teams from home plate to the nosebleeds.

Do you like variation in your baseball? No other game comes close to the same number or type of league play

**"Front Page is the only baseball sim that manages to re-create the physics of baseball on the field."**

—PC Gamer



So you want to knock it outta the ballpark? Timing is the key to a good connection.

life with motion capture and thousands of SGI animations. And if it's the stadiums you want, check out the lifelike, 3-D models

options.

Finish up a season as a big league winner and you might see your players inducted into the Hall of Fame, win a Cy Young award, the Triple Crown, or a Golden Glove for outstanding defensive play.

Whether you're looking for the hottest arcade-style baseball action, the most

realistic graphics, or the most accurate simulation from the beginning of Spring Training to the last Big Show, you'll find it in *Front Page Sports: Baseball Pro '96*.

"I think what grabs me about the *Front Page Sports* games (*Baseball* and *Football*) is that you actually have little men on the screen, trying their best to play the game. Sometimes they do well, sometimes they screw up, and sometimes they commit bonehead plays, just like in real life."

—Stuart R. Malis  
via CompuServe



**STATS INC.**





# Champion of the Greens

by David Senan

**S**IERRA'S FRONT PAGE Sports series has crowned a new champion. Following in the tradition of the FPS series' Commitment to Excellence, *Front Page Sports: Golf* is the most realistic computer golf game to ever hit the links—bar none. Grab your driver, tighten your spikes, and get ready to play a round with the next big star on tour, *Front Page Sports: Golf*.

## Adjust Your Grip

*FPS: Golf* sets par for realistic golf sims and tees off on the competition with a new true-to-form swing technique called TrueSwing™. You can use the traditional Tri-click swing method, but



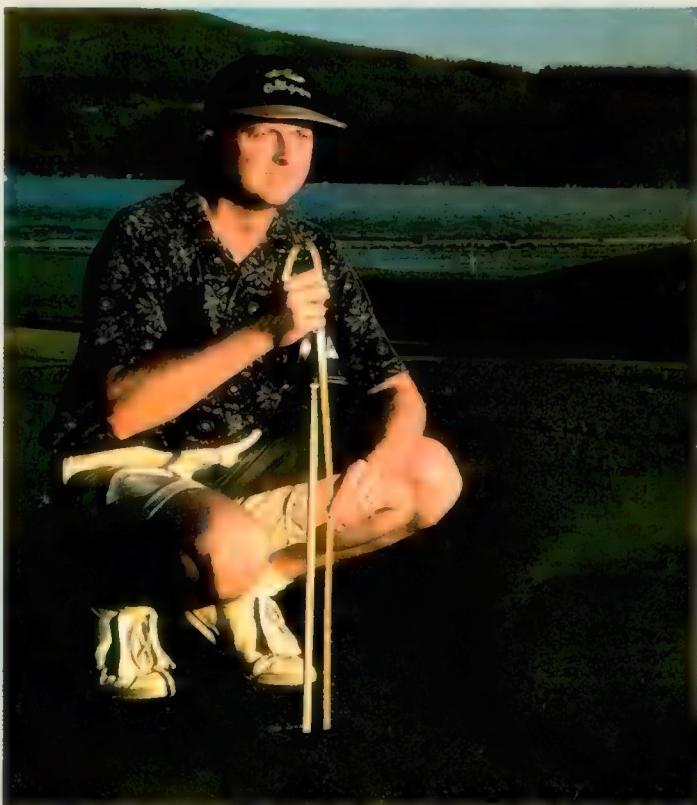
The featured courses are accurate to within inches of their real-life counterparts.

TrueSwing offers completely realistic shot control with a

revolutionary swing control option. Start your backswing by pulling the mouse back. Launch it all the way forward to complete your follow through. The speed and direction

you apply with the mouse determines how the ball moves after you've let it fly. Imagine—a game with a golf swing that actually requires using your arm.

Finally, gamers have com-



Vance Cook, the original Links 386 designer, looks beyond the surface to re-create the courses featured in *FPS: Golf*.

## A New Course: Free!

### Play the Coeur d'Alene Add-on

The first add-on course for *Front Page Sports: Golf* is here, the world famous Coeur d'Alene Resort Golf

Course in Coeur d'Alene, ID. The really good news is that this course will be included free with a limited number of *FPS: Golf* packages. This 18-hole mountain paradise offers varying terrain such

as the daunting lakeshore of Lake Coeur d'Alene, the ball-hungry Fernan Creek, and the only floating green in the world. Golf in the mountains has never looked better...or more real. Look for the *FPS: Golf/Coeur d'Alene Add-on Course* bundle at your favorite Sierra retailer. Act fast and get 'em before they're all gone!



plete control over the path of their shots. TrueSwing allows players to navigate doglegs and gun for the pin with a fade or draw. Pitch and run your ball up on the green with the accuracy of a pro. Now you, not some golf engine, control how much English you put on the ball. Just like the real game of kings, *your* score depends on *your* accuracy.

### 255-Player Tournaments

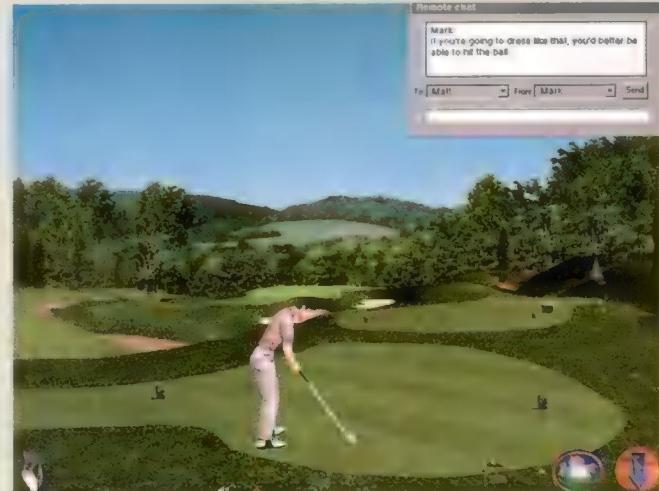
Just like the real game of golf, *FPS: Golf* offers you countless modes of play. You can challenge a whole roster of computer players in one of 12 modes including Stroke, Match, Skins, Scramble, or Ryder Cup play. But the game assumes much bigger proportions when you link up to a whole lot of players through a LAN (Local Area Network). You can play head-to-head against a single player or include up to 255 players for tournaments that can rival

the Masters in size! If you're looking for other *Front Page Sports: Golf* players, check out the *FPS: Golf* Home Page at [www.sierra.com](http://www.sierra.com). Here you can find other PC golfers who are just as eager to prove that Trevino has nothin' on them.

### The Mind Behind the Maverick

*FPS: Golf* was designed and produced by computer golf guru, Vance Cook. Vance was responsible for revolutionizing the computer golf genre with *Links386* and *Links386 Pro*—true sims that established him as the industry's premier golf game designer. With a whole new level of technology at his disposal, he created *FPS: Golf* to set a new par by which all PC golf games are judged. He left no sand trap or green unmapped as he spent months studying ball dynamics such as flight paths, bounce physics, spin, and the effects of wind and weather to simulate the exact look, feel, and playability of every shot on each course.

Vance and the design team strive to make PC golfers feel like they're actually playing the world's most comprehensive golf sim—which they are. The game features full 3-D player movement, texture-mapped terrain, and fabulous panoramic views—so you



The new Chat feature gives you the power to bring a little of that "Happy Gilmore" flavor to golf. No snobs here!

can look around to see if anyone saw your last wormburner. Every detail of swing mechanics, ball movement, and course condition has been modeled with precision to make *FPS: Golf* every bit the challenge that has made golf the most popular game in the world.

### Making the Cut

It's not just how you play, it's where you play. *FPS: Golf* comes loaded with two

of the most beautiful and challenging courses in North America, The Prince in Kauai, HI, and the world famous Pete Dye Golf Club in Bridgeport, WV. These stunning computer-rendered courses are modeled (literally) within inches of the real thing. That means that everything you see in the game, from the bunkers, to the ponds, to the hot dog hut between holes #9 and #10, is exactly what you'd

see if you played a round at the real courses.

### Hackers — All of 'em

*FPS: Golf* makes other computer golf games look like hackers. It's a combination of 3-D rendered and animated golfers, the dynamic never-seen-before golf swing option, TrueSwing, and

These stunning computer-rendered courses are modeled (literally) within inches of the real thing.

beautifully modeled championship courses that make this a golf experience like no other. Whether your handicap is 10 or 110, *Front Page Sports: Golf* lets you test your skill with the newest maverick of the game. Just remember not to wear your spikes in the club house.



### INTERACTIVE TRUESWING!

New Interactive TrueSwing™ allows the most realistic swing control. How you glide your mouse determines your shot direction. The traditional tri-click swing is also available.



# On-Line Play Adds a New Hook to *Trophy Bass 2*

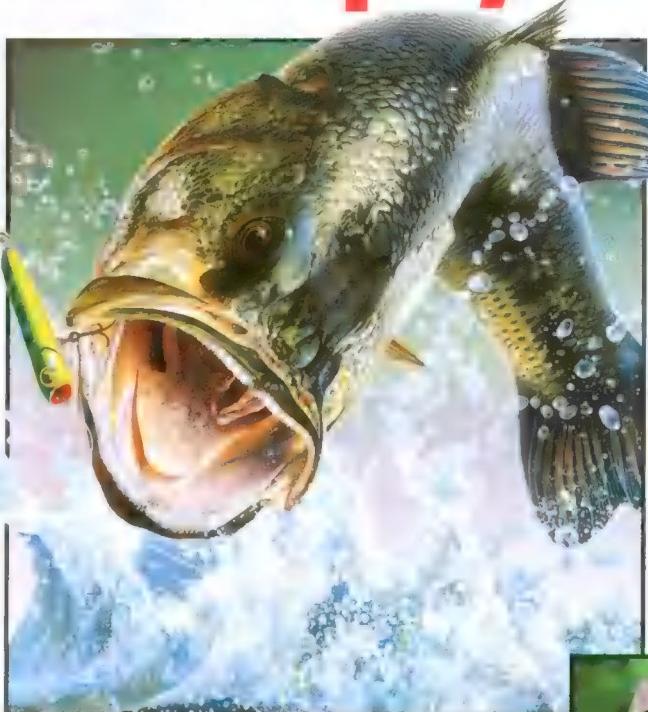
by John Sauer

**B**ASS FISHING. LIKE NASCAR, it's almost a way of life for millions of outdoor sports fans coast-to-coast. There's nothing quite like the thrill of snagging a big 10-pounder and getting a dose of aquatic attitude as you struggle to get the unwilling trophy to the boat. Unfortunately, bass fishing can be a tough sport to get into with lots to learn and some pricey equipment to be bought, and most of us aren't lucky enough to live on a lake. Until last year, the only way to get into the action was with a large investment in time and money. Then came the original *Trophy Bass*, which brought the thrill and excitement of bass fishing home in a fun and highly realistic fashion.

Now for 1996, *Front Page Sports: Trophy Bass 2* carries the thrill of real sports competition into the age of interactive entertainment. While the original *Trophy Bass* faithfully recreated the battle of wills between man and fish, this new edition adds the competitive aspects of tournament bass fishing to bring the excitement level up one more notch. The head-to-head modem, multi-player LAN and Internet play options offer a whole new world



**Denny Brauer:**  
eight-time winner on the  
**B.A.S.S.**  
Tournament Trail.



of tournament and partner virtual bass fishing, which allows players everywhere to share in the fun, action, and excitement of *FPS: Trophy Bass 2*.

## Pros Who Know How To Win

To bring the excitement of the game to the next level and add the real feel of professional competition, Sierra has signed up four of the nation's top angling pros to collaborate on the design and supply insight into what it takes to make it in the big lakes. Get hooked up with this CD and you find out how to catch 'em from Larry Nixon, Kevin

VanDam, Denny Brauer, and Penny Berryman.

Through the over 100 professional video tip movies included in *FPS: Trophy Bass 2*, these pros deliver the knowledge you



**Penny Berryman:**  
19-time world  
champ qualifier  
on the Woman's  
Pro Tour.

need to become a better angler both in the game and in the real world. And you should listen to their tips because these are a few of the pros you fish against if you enter a Tournament or play in Career mode.

## Catch Bass On-Line and Get A "Net" Around It

Sure, playing against the pros in the game is a lotta fun. But *FPS: Trophy Bass 2* opens up the playing field by giving you the ability to play head-to-head against your bubba via modem,

against up to 100 players in tournament or partner play over a LAN, or as many as 100 gamers over the Internet in tournament play.

Logging on to a multi-player game is as easy as clicking a button. Sierra has a *Trophy Bass Chat*



Crankbaits get you down to where the big ones hide.

much fun? Most definitely. But *Mask of Eternity* will come to life with a look, interface, and feel that is much more real than any title you've ever played.

### The Future of Gaming

One of the most noticeable differences between *The Mask of Eternity* and earlier titles is the highly rendered, almost "live" quality of the world, characters, and creatures you encounter. The realms were created in 3-Space, a powerful software tool that is commonly used to develop finely detailed backgrounds for cutting-edge flight simulations.

Adapting this technology with the use of multiple camera angles gives the game 3-D perspectives few other titles can match. "We're even creating our own version of 3-Space for doing interiors such as caves, castles, and forests. We're not just creating a new kind of *King's Quest*," says Williams. "What we're doing is creating a whole new gaming technology."

One of the most telling marks of the *King's Quest* games is the feverish intensity with which Roberta designs her worlds of fantasy. These diagrams often cover an entire tabletop and are filled with so many detailed maps and sketches, that following the interweaving of their paths is almost like reading a story. The world of *King's Quest: The Mask of Eternity* reaches from the sunless Underworld of the living dead through the alchemical plains of Earth, Air, Water, and Fire, into the ether of the Celestial Realm—and even to a dark, mysterious island temple.

Her vision for a completely 3-D,



Frost Demons inhabit the higher reaches of their domain. They are not sociable and hate intruders.

immersive game environment is shared by her husband, Sierra CEO Ken Williams. After reviewing the direction the PC gaming industry was moving toward, they decided to bypass the gradual move into dimensional game play and forge headlong into future: real-time 3-D games that offer the reality of a live-action game but with the open-ended sense of adventure and exploration that comes from within a 3-D world. With the game's release planned a year and a half from now, it will take that long for computers with 3-D accelerator hardware to be readily affordable.

### A World of Many Realms

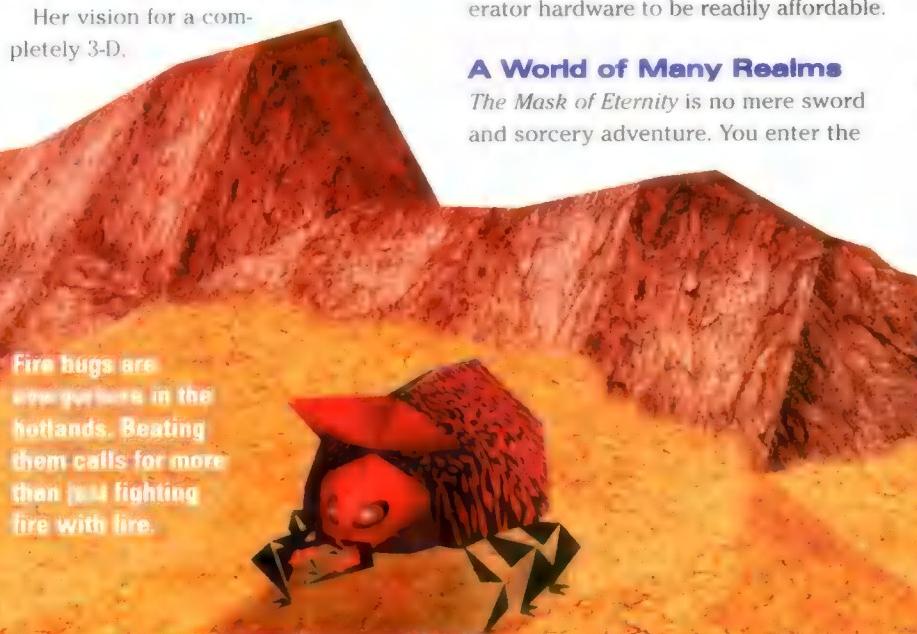
*The Mask of Eternity* is no mere sword and sorcery adventure. You enter the

Kingdom of Daventry as Connor mac Lyrr (the son of a fisherman), who alone has been passed over by an evil spell that has turned every mortal inhabitant to stone. Connor must find a way to restore them to flesh and blood. At the heart of the dilemma is *The Mask of Eternity*, which was broken into seven pieces and scattered by the Cosmic Winds to seven different lands at the moment of Connor's birth. A piece of the Mask touched Connor as he was born, leaving a vivid scar on his cheek. He carries this scar as an adult—a sign that he has been marked for greatness. The quest to find the seven pieces of the Mask and restore them to the Island Temple is his destiny. Only by accomplishing this can he end the chaos that now rules the land.

### Moral Choices

In dealing with the challenges of finding the seven pieces of *The Mask of Eternity*, the title gives you more ethical choices than ever before. A prime example is the potential to destroy some of the evil, magical beasts that get in your way—a mode of behavior that was not included in previous games. "If this was the real world, you might have to actually fight and kill an enemy," says Williams. "In *The Mask of Eternity* there are seven instances where you must mortally defeat a monster before you can proceed."

Due out for Christmas 1997, *King's Quest: The Mask of Eternity* is sure to set a new benchmark for adventure. If you are a *King's Quest* fan, this is the definitive *King's Quest* game. Stay tuned to the next issue of *InterAction* for a look into the realms of *The Mask of Eternity*.



Christmas 1997!?! Yikes! But it'll be worth the wait. It always is when Roberta Williams goes back in the drawing board to redesign the future of adventure games. While you're waiting, you may also want to save your pennies. Word is that this game will be a big hit it'll only run on a Pentium. You'll likely need a new computer to play this one.



## COMING

## ATTRACTIOnS

Ex-Los Angeles Police Chief Daryl Gates continues to be one of the most controversial men alive, but there's no denying that his *Police Quest* games are among the bestselling in the world. With *Police Quest: SWAT* still riding high on the charts, we sent writer John Sauer to get an update on the *SWAT* sequel already in progress.



by John Sauer

It's been a year since Sierra released the first computer simulation ever to give players hands-on experience in the adrenaline-pumping world of the LAPD SWAT Team with *Police Quest: SWAT*. Designed by Daryl F. Gates, the creator of the original SWAT team in the 1960's, *SWAT* is so accurate that it has since become mandatory training for police units all across the country. *Police Quest: SWAT* puts you through the training programs of this elite crime fighting force, then pits you against a series of life-or-death missions geared to advance your career as a law enforcement officer.

Only one man and one company could team up to create a second *SWAT* game. Sierra and Daryl Gates have joined forces once again to draw you deeply into the life on the edge with *Police Quest: SWAT 2*. Based on the intense, life-or-death world of law enforcement first profiled in *SWAT*, the upcoming *Police Quest: SWAT 2* brings you closer to the action with the ability to play 30 missions as both the Chief or as the Element Leader, the two most important positions in a SWAT team.

*SWAT 2* is much more than a police tactical simulation. It delivers the real-time urgency and excitement of an action game with the complexity and attention to detail of a strategy game.

#### Look Into The Mind of A Terrorist

Though Chief Gates is best known for his role as the man in charge during the Watts Riots of 1965 and the Los Angeles riots of 1993, his largest scale security operations were actually during the Los Angeles Olympic Games of 1984. It was

## Daryl F. Gates: Police Quest **SWAT 2**

**Who Will You Be:  
Top Cop or Top Terrorist?**



Former LA Police Chief Daryl Gates with *SWAT* Co-designer Susan Frischer.

in the preparations for these security operations that Gates gained expertise in the area of Terrorism and countermeasures. This expertise is built into the coming *SWAT* simulation in a most original way.

*SWAT 2* strikes a major first by allowing you to delve deep into the criminal mind. Though you play the first half of the game "straight," as a SWAT team Chief or Element Leader, you have the option to play the last half of the game as the leader of the terrorist group that you encounter throughout the missions. Take this tact and you may find yourself asking the question, "Am I good enough to go up against one of the finest SWAT teams in the nation?"

#### Real Life Dramas

*SWAT 2* takes place in the crime-ridden streets of LA. Where the first *SWAT* title was based in the training



Get careless on the job and BANG! You're dead. That's the job when you join an elite SWAT unit.

it takes to become one of the elite SWAT team, *SWAT 2* takes you straight into the action. The game's 30 missions are taken from actual LAPD SWAT call-ups and range from a rural Freemont-type sit-

uation featuring a lot of negotiations to terrorists holding passengers hostage in a jet on a runway, to strange twists of fate such as a 7-11 owner who has cracked and is holding hostage the gunman who tried to rob his store.

#### Cat and Mouse On-Line

This game will be designed and coded to support network and on-line play. In multi-player games, each player will direct the action of either a SWAT element (5+ officers) or a group of terrorists. In a life or death game of cat and mouse, either the SWAT officers will capture or kill the terrorists, or the terrorists will kill the officers and make good their escape.

*SWAT 2* will also support user-created scenarios in which the player populates

a location with suspects with customized AI personalities. The location can be barricaded or booby-trapped. Players can also design an element and then try to beat that as a suspect.

#### Missions based on real LAPD SWAT call-ups.

- Thirty missions (15 playable from terrorist or SWAT perspective).
- Non-player characters with artificial intelligence and "personalities" that are different every time you play.
- Real-time game with slider so that the player can control game speed (ie: 1 game minute = 5 real minutes).
- On-line hints from former LA Chief Daryl Gates himself.

"**SWAT 2** strikes a major first by allowing you to delve deep into the criminal mind...you have the option to play the last half of the game as the leader of the terrorist group."

The triumph of *Shivers* shows that great games can still make it big even against the most heavily hyped releases. *Shivers* arrived in stores about the same time as huge Christmas releases like *Phantasmagoria* and *The Eleventh Hour*. The competition might have crushed a weaker game, but that's not what happened...

# Save \$25

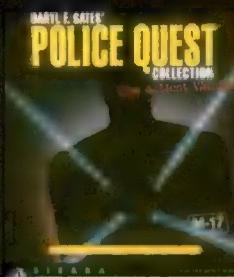
## When You Buy **Police Quest: SWAT** and **Police Quest** Collection

A \$105 value, together  
for just **\$84.90**



### Police Quest: SWAT

Daryl Gates, former head of the LAPD and the originator of the Special Weapons and Tactics (SWAT) concept, takes the *Police Quest* Series to new levels of realism. Learn what real SWAT officers face as you work the streets of Los Angeles.



### Police Quest: Collection

It's here, the first four *Police Quests* are now available in one collection. See how the series evolves as former LAPD Chief Daryl Gates takes over as creative consultant.

**Order Direct From Sierra**  
**Call 1-800-757-7707**



## COMING

## ATTRACTIOnS

Winning every time in "head-to-head" comparisons with the other holiday horror releases, *Shivers* became the "word of mouth" hit game of '96. A year later, it's still a hot seller. Now Designer Marcia Bales and the *Shivers* team are hard at work on a new game to build on the *Shivers* success story.

## Sierra Prepping New *Shivers II*

**Sequel to the Sleeper Hit That Has the On-Line World Talking**



The mystery begins with a dark mysterious figure in an old ghost town.

Welcome to the Cyclone Motel. You can check in any time you like, but you can never leave... *Or can you?*

In *Shivers II*, you find yourself in the deserted town of Cyclone, AZ. An eerie feeling of uneasiness surrounds you as you search for your missing friends. Search the town for clues to the dark secrets that no one in Cyclone wants to share with you. As the game progresses you find the townspeople have all disappeared, one by one. Yet no matter where you go, you always feel as if someone is watching your every step.

The intricate story evolves differently, depending on the

moves you make. Maybe the ancient kachinas, the spirit messengers of the Pueblo Indians, will help you on your quest. But don't be fooled by the evil Darkcloud. This deceptive spirit can be anyone or anything, and is always close behind you.

Just what is the true identity of Darkcloud? Solve the mysteries by deciphering hidden messages, collecting prayer sticks and keeping a clear head against the mystic powers of ancient spirits. If you are careless, you may jeopardize the life of your friends and yourself. Darkcloud excels at exploiting your mistakes.

Designer Marcia Bales and the *Shivers* team have been working

hard to assure that *Shivers II* will keep you playing for hours on end with even more of the excitement and suspense that made the first *Shivers* such a success.

If you enjoy games that take you to the edge and leave you hanging there for hours at a time, and a challenge that will keep you playing well into the darkest hours of the night, then pre-order a copy of *Shivers II* from your retailer now, or watch for the first release of *Shivers II* in early 1997.



You won't believe the truly creepy tales you get from this crypt.



This bakery looks like something out of the Twilight Zone and the game plays like it too.

It seems like the k.a.a. factor has taken hold throughout the many development groups of the Sierra family. (See article on k.a.a on page 55.) A group of Impressions developers have actually moved out of their offices in their search for fresh new action. Get a load of what they have in store for early 1997.

**I**t doesn't have a name yet. The game developers are keeping the juicier details under wraps, and are guarding the storyline like a rottweiler guards a bone. But what they can tell you is that the game is going to be "4-F" (fresh, fun, fast & furious).

Sierra doesn't often let games get this far into development without having all the details on little things like names, plots, and complete designs, but when you're encouraging designers to do something new and different, change is a good thing. The Impressions developers have actually carried the idea to the extreme. They moved into secluded offices so they could create this hot new game free from the prying eyes of management.

At this point, what we can tell you is that the game play will have a lot in common

Sierra is completely revamping the way adventure games look and play, and *Cloak* will showcase the mind-blowing new technology. Be a part of the *Cloak* Revolution. DON'T WAIT. Join up with the *Cloak* Agents!

**W**elcome to a world of intergalactic intrigue. The upcoming *Cloak: The Naked Mind* drops you into the role of a spy who's been cyberwired to a robot on the surface of the alien "Bull" planet. You must discover if the aliens have the technology to enslave your planet, then carry out a little covert espionage. Remote control has never been so much fun.

*Cloak* pioneers new game technology that takes advantage of the Windows 95 multi-threading technique. Multi-threading is a clever 32-bit



## Hardcore Action Set To Explode

with *Choplifter* in that you must rescue hostages from alien territory. And like *Lemmings*, they follow you wherever you go. The longer the line of hostages, the more you must plan. Turn around while you are blasting aliens and you could wipe out the folks you came to save. The bad guys are space aliens, the combat is 3-D isometric overhead view, and the multi-player option is sure to turn some heads. Think of it as a thinking man's shooting game.

When the developers show off what they have so far, there's lots of explosions, hostage rescuing, and enough awesome mayhem to keep every action gaming fan happy. Next issue we'll even tell you the name!



Can you keep a group of hostages alive through this explosive encounter?

## Pioneering New Technology

### Cloak: The Naked Mind

#### Cutting-Edge Game Play Meets Intergalactic Intrigue and Espionage

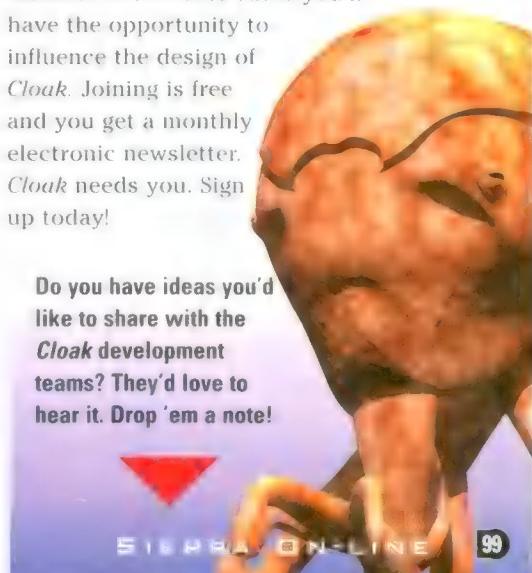
way to make a computer do many different things at once, so you can play one aspect of the title while another loads. There is no waiting on game play.

*Cloak* sports an exciting new triple-window interface that lets you engage in three distinct activities at once. You can, for instance, spy through a camera you've planted while exploring the abandoned mines of Baccos

and consulting a map. To read the *Cloak* backstory and get a first look at the game, go to the *Cloak* Home Page at [www.sierra.com/games/cloak](http://www.sierra.com/games/cloak) on

the SierraWeb. You can also follow a link to join the *Cloak* Agents. As a member of this elite cadre you'll have the opportunity to influence the design of *Cloak*. Joining is free and you get a monthly electronic newsletter. *Cloak* needs you. Sign up today!

Do you have ideas you'd like to share with the *Cloak* development teams? They'd love to hear it. Drop 'em a note!





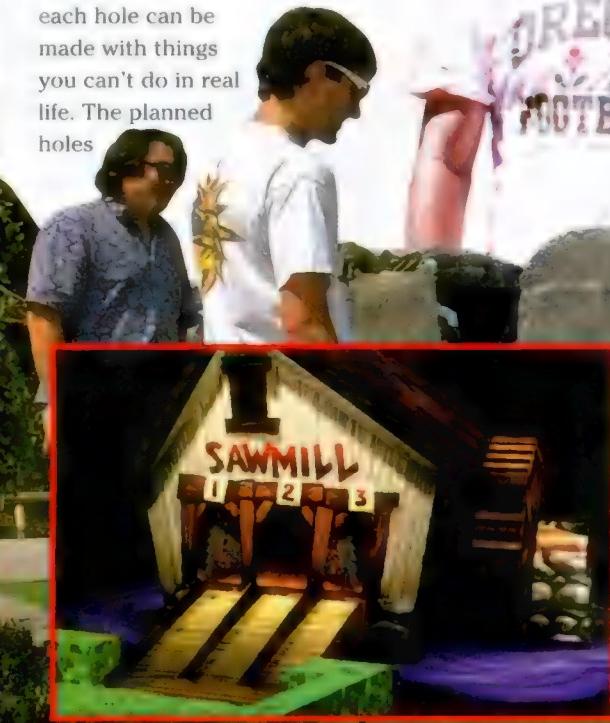
# COMING ATTRACTIONS

There are more than a dozen pinball games available at software retailers. But one of them is so far ahead of the rest that it accounts for more than half of all pinball game sales — *3-D Ultra Pinball*. How do you follow up on a success like that? Read on!

If you think *3-D Ultra Pinball* put a new twist to tabletop flipper twitching, wait 'til you see what Sierra is doing to mini golf. This isn't your typical windmills and putter kind of game. The forthcoming *3-D Ultra Mini Golf* takes the same extreme 3-D universe modeling that is featured in *3-D Ultra Pinball: Creep Night* and applies it to that "slice of Americana" game we've all played at one time or another.

Designed by Kevin Ryan, one of the original Sierra Dynamix division founders, *3-D Ultra Mini Golf* offers 18 wildly diverse holes that'll take more than just a few strokes to beat. The central theme is also a challenge—to see how outta-control and fun each hole can be made with things you can't do in real life. The planned holes

**Designer Kevin Ryan and the *3-D Ultra Mini Golf* team enjoyed lots of on-site research in bringing *Mini Golf* to life.**



Surreal to the point of silliness, *3-D Ultra Mini Golf* is the perfect follow-up to *3-D Ultra Pinball*.

## Sierra's New 3-D Ultra Mini Golf

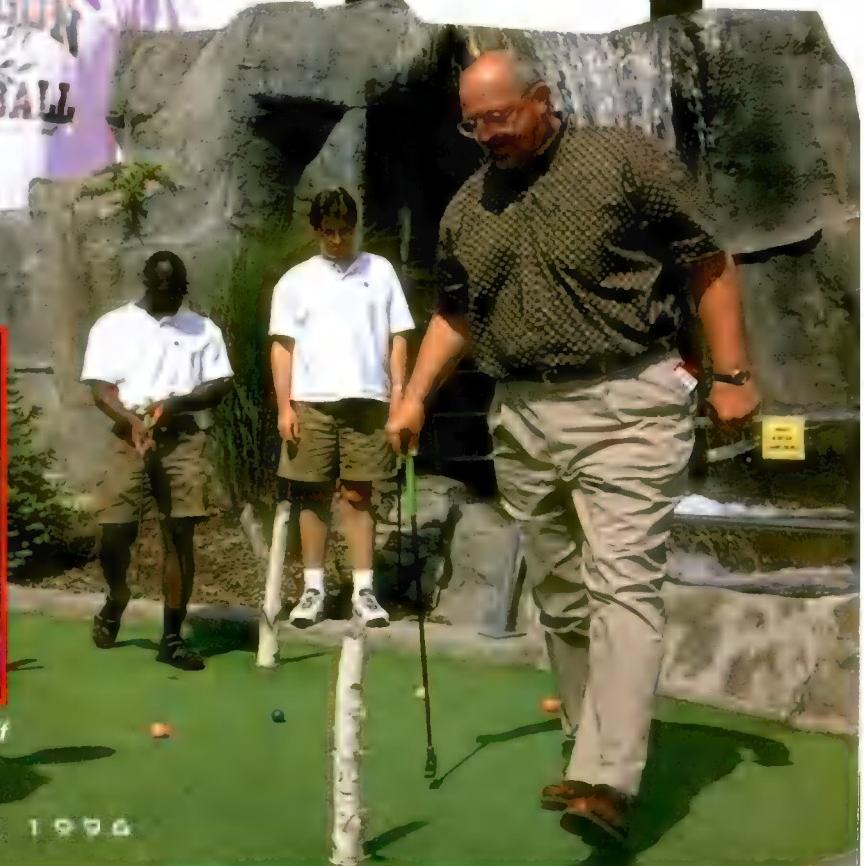
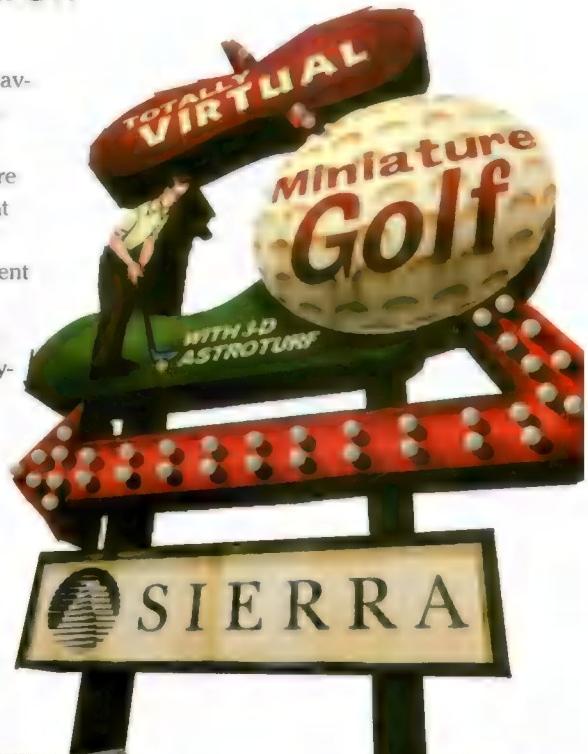
Gets Outta Control!

range from lunar moon bases with gravity wells to tropical jungles complete with ruins and erupting volcanos.

There's even a time travel hole where you can send a ball back in time. If that ball just happens to come forward in time and collide with your ball in present time, an anti-matter reaction happens and everything in the known universe explodes. Your punishment for destroying life as we know it? One penalty stroke. We told you, these are things

you can't do in real life. Look for *3-D Ultra Mini Golf* in early Spring 1997, and look for more info in future issues of *InterAction*.

Fore!



A few issues back, we announced that *Outpost 2* was underway. When we didn't give an update on it last issue, people demanded one. Good thing too, because the designers on the project have changed. Pat Cook and Alan McPheeeters are now in charge (They hold no less than THREE CGW Game of the Year Awards between them). Here's the latest update straight from the designers' mouths.

**InterAction:** Tell us about *Outpost 2*. Is it a sequel to the original, a rewrite, or what?

**Pat Cook:** *Outpost 2* is based loosely on the original *Outpost 1.5* story. The world ends and it's your job to build the future of mankind in outer space... but the interface, artwork, sound and game play will be radically different... It'll have about twice as many buildings and vehicles as the original.

**Alan McPheeeters:** *Outpost 2* will play in real time as opposed to turn based, and it will have multi-player capabilities over modem, LAN, and Internet. Up to six players can be on the planet at one time. You'll be able to play a single game all over the planet; it won't just be your own little colony.

**IA:** People raved about the original *Outpost 1.5* graphics. How will those change?

**PC:** The artwork will be 16-bit. The entire game is being done as a native Windows 95 application, so the players will be able to choose their screen resolution. All that means is the game graphics will be a magnitude better than the original.

**AM:** *Outpost 1.5* was a tile-placing game. This is a unit-moving game. If you want to bulldoze an area, you need to drive the dozer there. To erect a building, you'll need to pick up the parts at the structure factory and drive the construction vehicle to the site to put it up.

**IA:** Game play-wise, will you be picking up where *Outpost 1.5* left off?



**Building mankind's future in space is about to get tougher, faster moving, and more competitive.**

Plymouth. Each of the colonies has progressed for several years on its own. Although they share some technologies, they each have some unique technologies and each city has its own personality.

**PC:** The story starts off with an accident at the Hot Lab in one of the colonies. It has a rather dramatic effect on the planet and the colonies... A lot

**"This Won't Be A Walk In the Park."**

# OUTPOST: COLONIAL REBELLION

**PC:** Not exactly. *Outpost 1.5* fans will recognize some of the buildings and vehicles, but the way the game works is completely different. Since it's in real time, there's more emphasis on the action and tactics. You need to make decisions quickly, and there's an element of the game that will constantly be causing tension on the player. It won't be a "walk in the park".

**AM:** We took the storyline a few years after the original game. You can play as either the main colony, which we call Eden, or the rebel colony, which we call

of people thought the first game was a little slow and there were a lot of times where you were just clicking through turns waiting for something to happen. In *Outpost 2*, we say to the player, "OK, here's where you need to be," and the player will have to figure out how to get there. It's more of a "He who hesitates is lost" approach. With the real-time aspect and the environmental... pressures...the player will be very busy.

**IA:** Environmental pressures?

**PC:** Electrical storms, sandstorms, planetquakes, erupting volcanoes and lava flows, meteorite impacts wiping out half your colony, revolting colonists... You know, standard hostile planet stuff (laughs).

**IA:** So the game is more than an extension of *Outpost 1.5*?

**PC:** Absolutely. I would say the game is kind of a mixture of *Outpost*, *Sim City*, *Caesar II*, *Masters of Orion*, *Warcraft 2*, and *Command and Conquer* with some *Civilization* tossed in for good measure (laughs).

**AM:** All of those are really great games. We're trying to take some of the great ideas from them and fit them into this hostile planet survival scenario while still keeping the synergy of the parts there. You know, the "whole is greater than the sum of the parts" philosophy.

**IA:** When can we expect to see it on the shelves?

**AM:** Early summer next year. We're hoping to have a playable demo out early next year so people can see how much the game has evolved.

# Contest

## King's Quest Tournament

In the middle ages, kings sponsored tournaments where armor-clad knights jostled to the death in front of cheering, blood-thirsty audiences. Today's tournaments feature a mouse and a computer instead of a lance and horse. They're not quite as bloody, but every bit as exciting. Especially when it's the royal game of *King's Quest*.

For the seventh year in a row, students from the Waverly School District in New York state participated in the King's Quest Tournament as part of the district's Summer Horizons program.

The students, ranging from 1st to 6th grades, are offered "a chance to build critical thinking and logic skills through interactive computer commands," says Summer Horizon Teacher Ron Hoodak.

If learning is the goal, then fun is the way. The King's Quest Tournament has begun to attract students from neighboring districts who want to dust off their swords and shields, boot up their mouse and computer, and embark on the riveting journey of *King's Quest*. Good luck guys!



**Waverly Summer Program Students, Waverly, New York.**

## Halloween Pinball Giveaway

October 31st is rapidly approaching and Sierra has prepared some special candy for the occasion. This Halloween, float on down to your local software retailer and get a free 3-D

*Ultra Pinball: Creep Night* demo CD. We even included several demos of Sierra's hottest new releases. Make sure to haunt the stores early, because the supply is limited. You wouldn't want to go home with an empty treat bag.



## Viva Las Vegas

ien ne vas plus — hold your bets. Hoyle veteran Robert Goodman's essay entry

about the maverick riverboat gambler, Bart, broke the bank. Robert is the grand-prize winner of Sierra's Hoyle Casino

Vegas Contest. He'll receive round-trip airfare to Las Vegas, a three night stay at Bally's of Las Vegas, dinner for two, and tickets to the smash-hit Jubilee show. "I'm a frequent visitor to Las Vegas," he said, "but I never really win much." Well Robert, apparently your luck is changing. Congratulations and enjoy your trip!



## Sierra Sightings

More and more Sierra games are making it to the big screen. Many readers let their eyes wander and noticed copies of *Outpost* and *Leisure Suit Larry 6* in the Demi Moore movie, *Striptease*. Kevin Dobies of Scotia, NY saw, wrote and won. Nice catch, Kevin!

Another Sierra sighting came from Peggy Grasso and her son from Tulsa, OK. They spotted Gabriel Knight lawyer Frederick Solms playing a newscaster in one of the rides at Disney World's Epcot Center. Congratulations!

If you spot any Sierra products or people on TV or in a movie, let us know. If you're first to report a cool new sighting, you win the Sierra game of your choice, free! Mail your sighting report to:

*InterAction Magazine, ATTN: Cultural Reference Contest, P.O. Box 50038, Bellevue, WA 98105-3008*



# IPages

## 9021-Lowe

**W**hen Al Lowe asked gamers to send in Larry-esque jokes to be included in the upcoming *Leisure Suit Larry 7: Love for Sail!*, he had no idea what he was getting himself into—which wasn't necessarily a first. This time, however, he really opened the floodgates and Larry jokes are piling up faster than rejections to Larry's lewd come-ons. The Post Office is ready to give Al's office its own zip code—9021-Lowe. Nice job everyone! If you want to take a sneak peak at a "naughty but not obscene" collection of Larry contributions, check out Larry's home page at <http://www.sierra.com/games/lsl7/>.



### Nothing can prepare you for Rama, but you can win a great T-shirt

**R**ama is coming—and this is your chance to win. Enter our *Rama* contest and be one of the lucky winners to receive and wear the official "RAMA is coming" T-shirt. Everyone who enters will receive

informative online information about the *Rama* game. Enter now at Sierra's web site ([www.sierra.com/games/rama/](http://www.sierra.com/games/rama/)). The future never held so much promise, mystery or intrigue. Here's your chance to get into the game before it gets into you.



### Lords of the Realm II—Free T-shirts for loyal subjects

**T**he king has sent out a royal proclamation across the land to all his subjects. "Hear ye, hear ye, all those offering allegiance to Sierra have an opportunity to win one of hundreds *Lords of the Realm II* T-shirts." Register the "Lords" contest now and just for entering we will provide you with "secret" information and hints that could make or break a would-be king. Register today at Sierra's web site ([www.sierra.com/games/lords2/](http://www.sierra.com/games/lords2/)). Your destiny awaits.

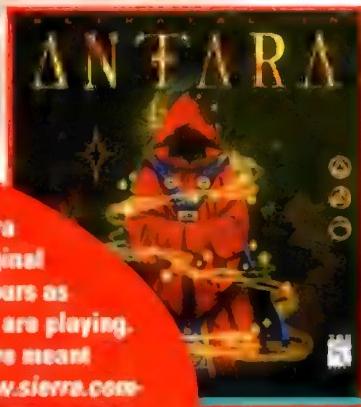


# On-Line Update

## The Diaries of Antara

Since the release of *Betrayal In Antara* is just around the corner, the design team would like to share its Production Diaries with you. (Pretty cool, huh?). The diaries are available on the *Antara Extra Goodies* page and will be updated periodically until the product goes out the door! Until then, [www.sierra.com/games/antara/](http://www.sierra.com/games/antara/) is the place to be.

Embark on exciting adventures when *Betrayal In Antara* hits the stores later this year.



## Sierra Sheet Music

Get ready to play your favorite Sierra tunes! Sax it up with Al Lowe's original Larry's Theme. Instant stardom is yours as audiences will recognize what you are playing. Did we say stardom? Oops, sorry, we meant notoriety. Get Larry's Theme at [www.sierra.com/games/lst/goodies/music.html](http://www.sierra.com/games/lst/goodies/music.html).

For a more sinister mood setting, download the sheet music to *Phantasmagoria*. You may not live in a haunted mansion, but with this music, it will definitely sound like you do. The *Phantasmagoria* original score is lurking among the extra goodies at: [www.sierra.com/phant/](http://www.sierra.com/phant/).

## Gabe Knight Does Windows

Yes, you have played *Gabriel Knight: The Beast Within* for many sleepless nights. Now you want to see more but can't find anything? Relax, we have packed up a nice little *Gabriel Knight* Theme Pak for you. All you need is Windows 95 and Microsoft Plus! Zip on over to the *Gabriel Knight* web site and click on the "Extra Goodies" button. The theme pack includes sound bites, wallpaper, new icon and cursors for your WIN95 operating system. Everything you always wanted—it's in the *Gabriel Knight* Theme Pak at [www.sierra.com/games/gk/](http://www.sierra.com/games/gk/).



"Here's looking at you, WIN95!" *Gabriel Knight* is now starring on a wallpaper near you.

## A Phantasmagoria 2 Preview of Sorts

Lorelei Shannon, the designer of the new *Phantasmagoria 2*, is one of the more delightfully twisted individuals we've ever had the privilege of working with here at Sierra. How much so? We can't wait to let you know! Though *Phantasmagoria 2* won't be available for a month or so yet, you can download this original short story from Lorelei on the SierraWeb site. Get your own personal preview at: [www.sierra.com/games/phantas2/](http://www.sierra.com/games/phantas2/).



Lorelei won't crack your skull, but her short story will make you shudder.

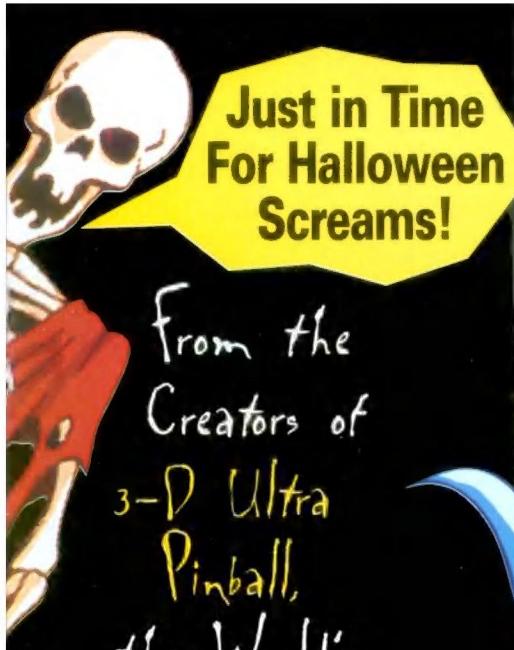
## Missionforce: CyberStorm in Cyberspace

We have created a new message board for all you Bioderms out there. You can exchange the latest HERC-setups, strategies or even stage tournaments. Let us know what you think. If this board works well for you, we'll use it for our other products. Access the new board at: [www.sierra.com/games/cyberstorm/](http://www.sierra.com/games/cyberstorm/).



## Product Release Schedule

Looking for the latest news on when to expect upcoming Sierra releases? Now you know where to go for the latest information. The SierraWeb has the most current new release calendar you're likely to find anywhere. Check it out at: [www.sierra.com/herald/calendar/](http://www.sierra.com/herald/calendar/).



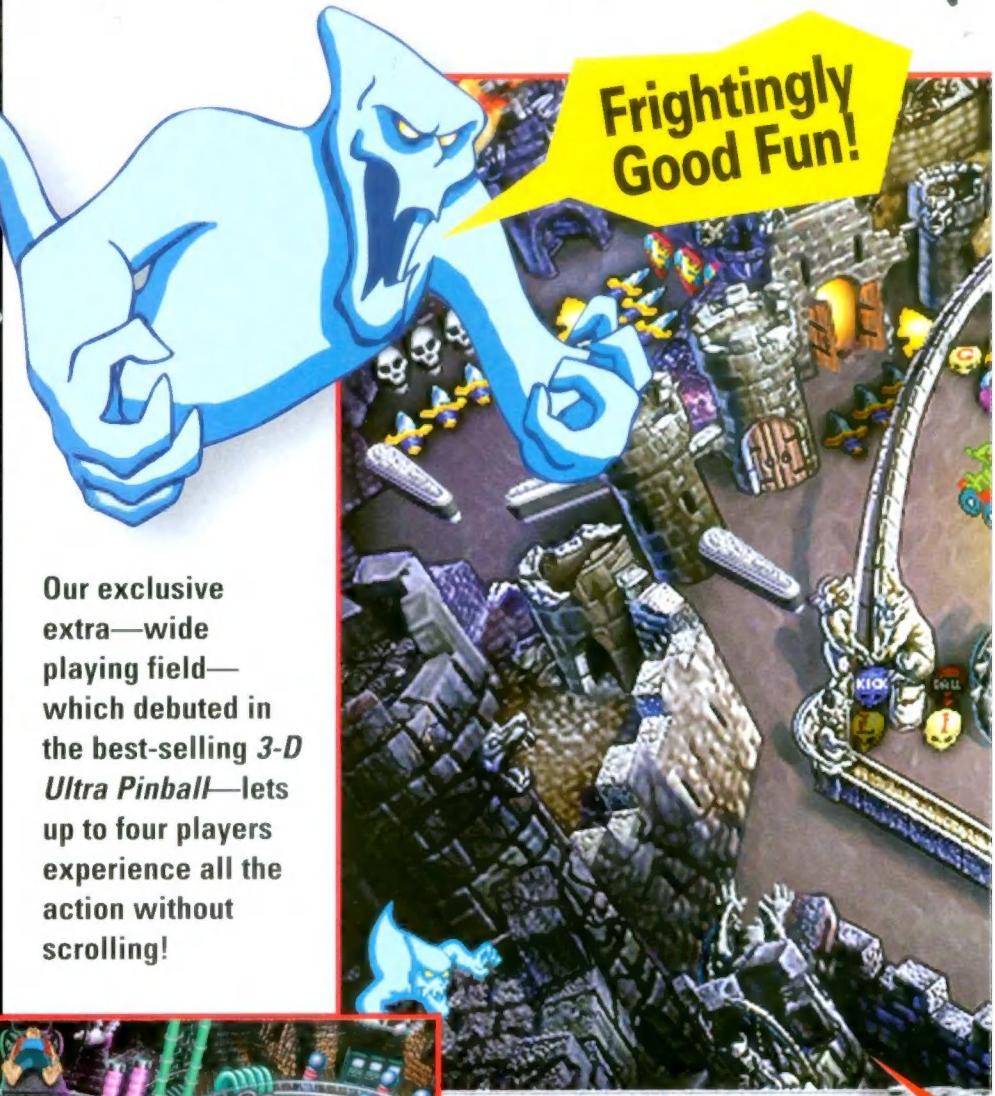
Just in Time  
For Halloween  
Screams!

From the  
Creators of  
3-D Ultra  
Pinball,  
the World's  
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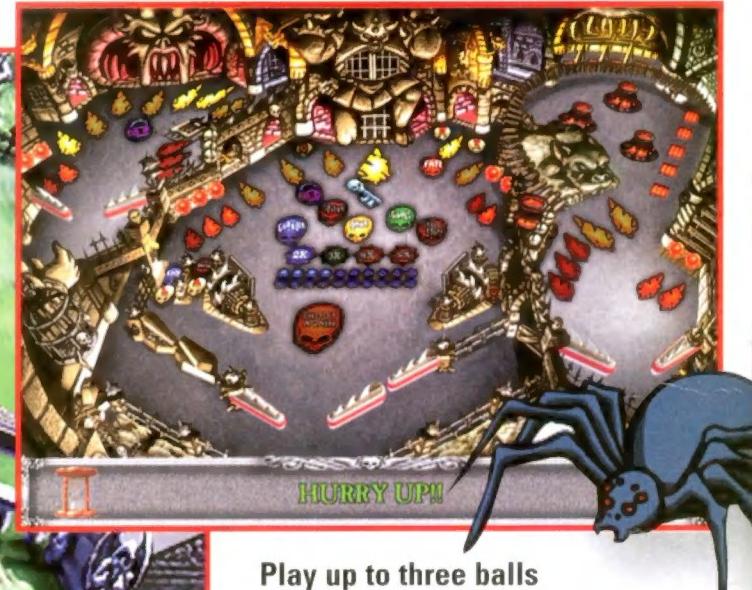


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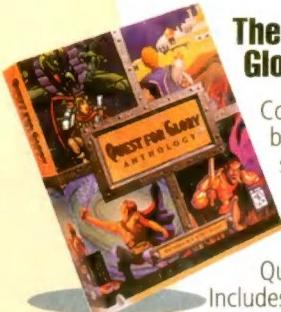
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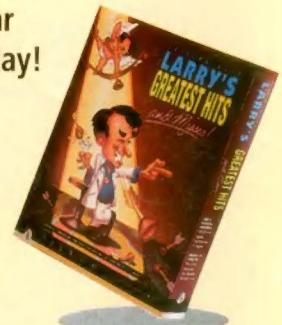
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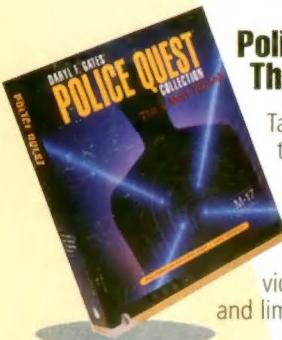
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